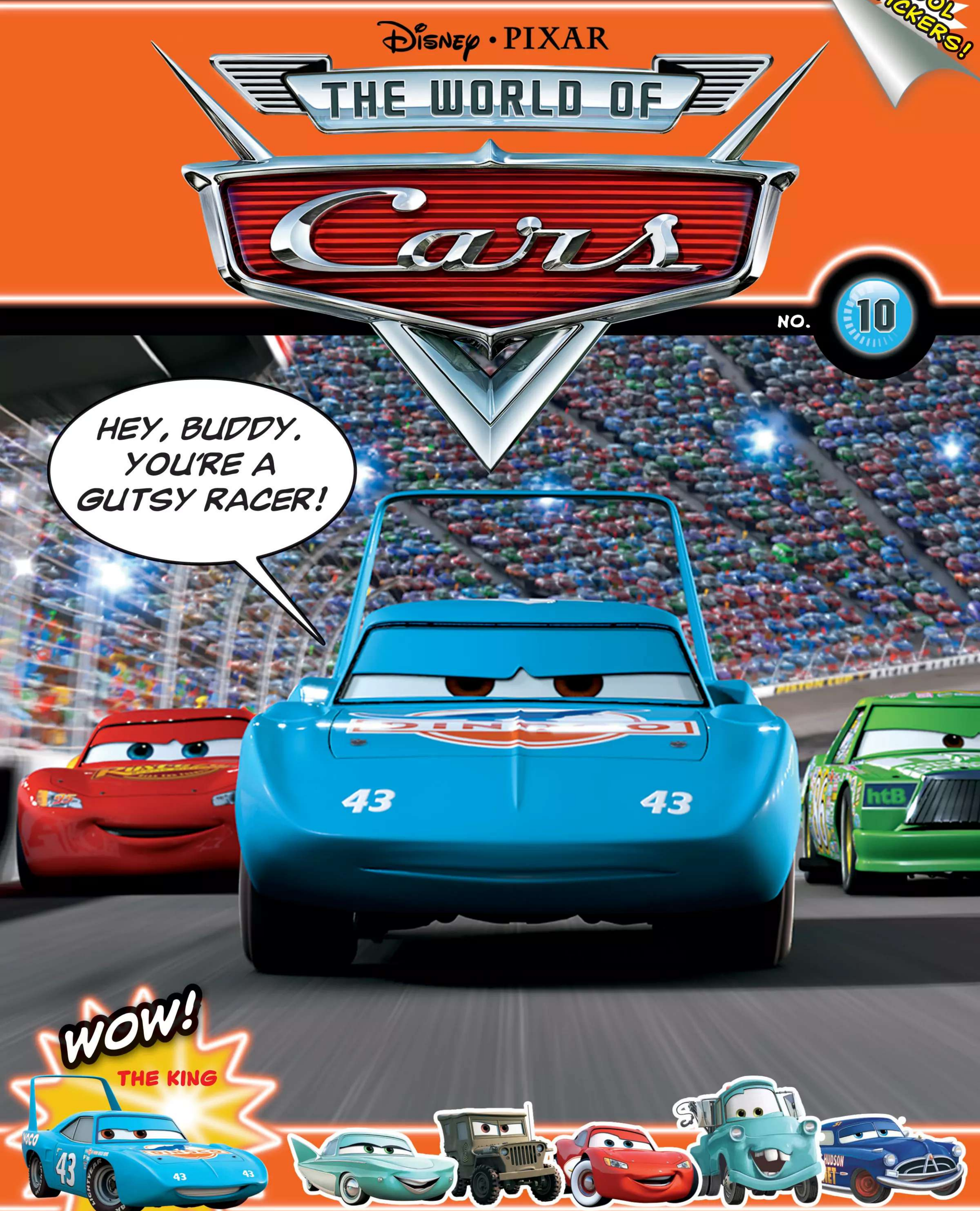
THE MAGAZINE WITH THE BEST GAMES, COMICS AND CRAFTS

COOL STICKERS!

Disney • PIXAR

THE WORLD OF Cars

NO. 10



CARS MAGAZINE 10

CONTENTS

PLAYING WITH CARS

CAR NUMBERS CORRESPOND TO THE PAGE NUMBERS OF THIS ISSUE. WRITE THE CORRECT PAGE NUMBERS IN THE CIRCLES. CAR COLORS MAY HELP!

CARS MAGAZINE 10 GAMES 4

CARS MAGAZINE 10 POSTER

CARS MAGAZINE 10 HELLO!

CARS MAGAZINE 10 COMICS 1

CARS MAGAZINE 10 DRAWING

CARS MAGAZINE 10 GAMES 5

CARS MAGAZINE 10 GAMES 1

CARS MAGAZINE 10 COMICS 2

CARS MAGAZINE 10 COMICS 3

CARS MAGAZINE 10 GAMES 2

CARS MAGAZINE 10 COLORING 1

CARS MAGAZINE 10 COLORING 2

CARS MAGAZINE 10 CRAFTS 1

CARS MAGAZINE 10 GAMES 3

DON'T LOOK FOR PAGE 43... YOU WON'T FIND IT!

THE FUN GOES ON WITH CARS CARDS!!!

Created by Disney Global Magazines

GLOBAL MAGAZINES EDITORIAL TEAM

Editorial Director: ..... Bianca Coletti
Creative Director: ..... Roberto Santillo
Managing Editors: ..... Guido Frazzini (project supervisor), Barbara Schwartz
Editorial Manager: ..... Lisa Kelley

Texts and Editing: ..... Co-d S.r.l.

Contributors: Stefano Ambrosio, Dario Calabria, Valentino Forlini, Chiara Ferla Lodigiani, Alessandro Sisti

©Disney/Pixar; Dodge is a trademark notice of DaimlerChrysler Corporation; Hudson Hornet is a trademark of DaimlerChrysler Corporation; Volkswagen trademarks, design patents and copyrights are used with the approval of the owner Volkswagen AG; H-1 Hummer is a trademark of General Motors; Model T is a registered trademark of Ford Motor Company; Fiat is a trademark of Fiat S.p.A.; Mack is a registered trademark of Mack Trucks, Inc.; Mazda Miata is a registered trademark of Mazda Motor Corporation; Kenworth is a trademark of Paccar, Inc.; Chevrolet is a trademark of General Motors; Peterbilt is a trademark of Paccar, Inc.; Porsche is a trademark of Porsche; Jeep® and the Jeep® grille design are registered trademarks of DaimlerChrysler Corporation; Mercury is a registered trademark of Ford Motor Company; Plymouth Superbird is a trademark of DaimlerChrysler Corporation; Cadillac Coupe DeVille is a trademark of General Motors; Ferrari elements are trademarks of Ferrari S.p.A.; Sarge's rank insignia design used with the approval of the U.S. Army; Fairlane is a trademark of Ford Motor Company or Fairlane™; Petty marks used by permission of Petty Marketing LLC; some backgrounds inspired by the Cadillac Ranch by Ant Farm (Lord, Michels and Marquez) © 1974.
The Plymouth Superbird pictured on page 5 appears courtesy of Petty Enterprises.

ISSN 2753-7323
Disney Pixar Cars
The Walt Disney Company Limited
3 Queen Caroline Street, Hammersmith, London, W6 9PE

HELLO!

THE KING RULES!

I'VE LOVED EVERY SECOND OF MY RACING CAREER, BUT TRUTH BE TOLD, I'M READY FOR A SLOWER PACE. I WONDER WHO WILL BE THE NEXT "KING"!

MY TEAM

MY SPONSOR

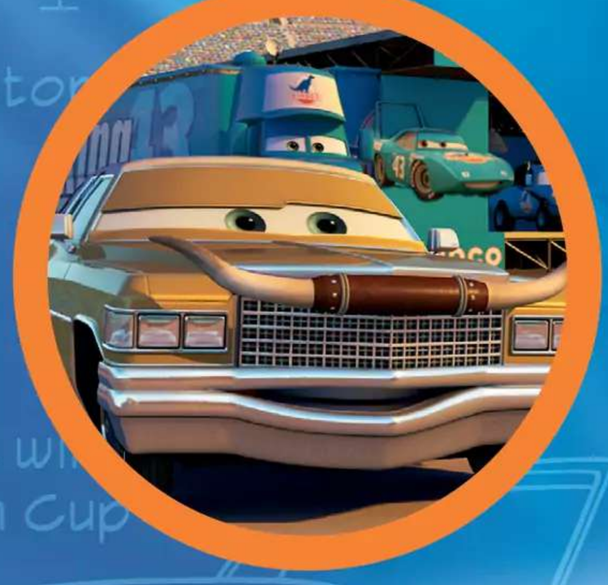
DINOCO

MY CAREER

1
2
3
4
5
6
7

I'VE WON SEVEN PISTON CUPS!

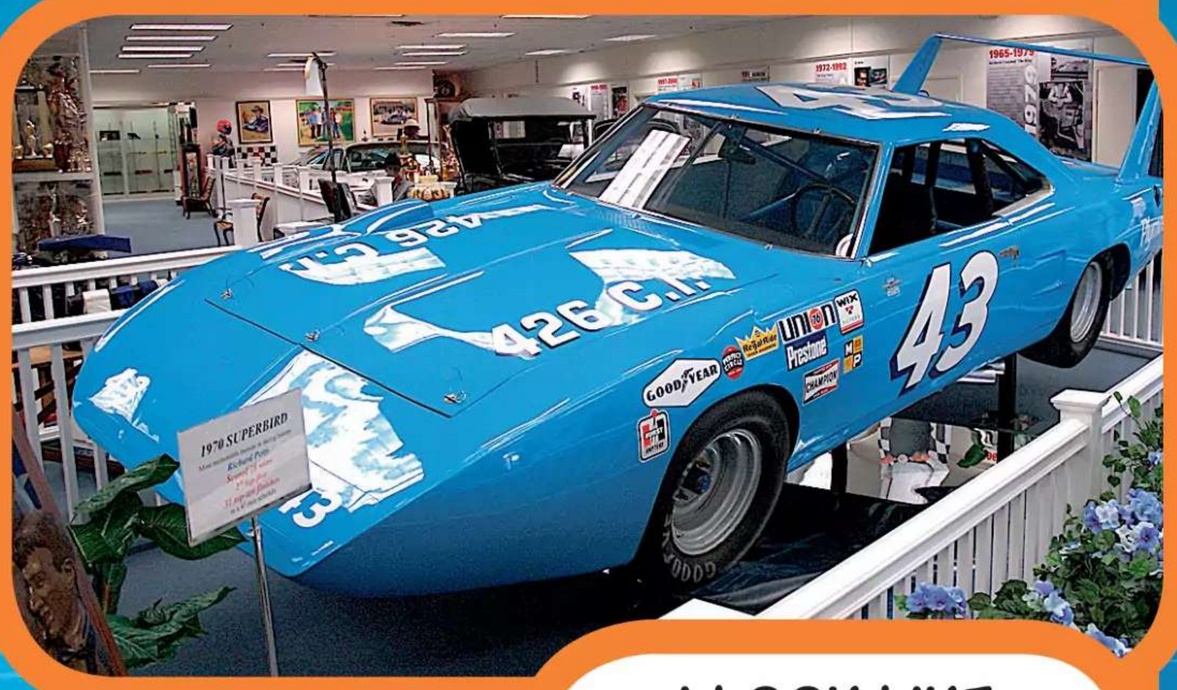
MY TEAM MANAGER



MY LADY

MY REAL NAME:
STRIP WEATHERS

MY MODEL



I LOOK LIKE THE PLYMOUTH ROAD RUNNER, THE BLUE CAR IN THIS PICTURE. IN THE 1960'S IT WON LOTS OF RACES.

MY HEIR

EVEN A CHAMPION LIKE ME CAN HAVE BAD DAYS. IT'S TIMES LIKE THESE WHEN YOU FIND OUT WHO YOUR REAL FRIENDS ARE. LIGHTNING McQUEEN IS ONE OF MINE! COULD HE BE THE NEXT "KING"?

GAMES 1

A MESSY PIT AREA

THE PIT AREA AT THE SPEEDWAY IS USUALLY VERY CROWDED. SOMEONE HAS TO KEEP IT IN ORDER... YOU! WRITE THE NUMBERS OF THE CORRECT REPLACEMENT PHOTOS IN THE YELLOW CIRCLES.

ANSWERS ON **PAGE 33**

1

2

4

5

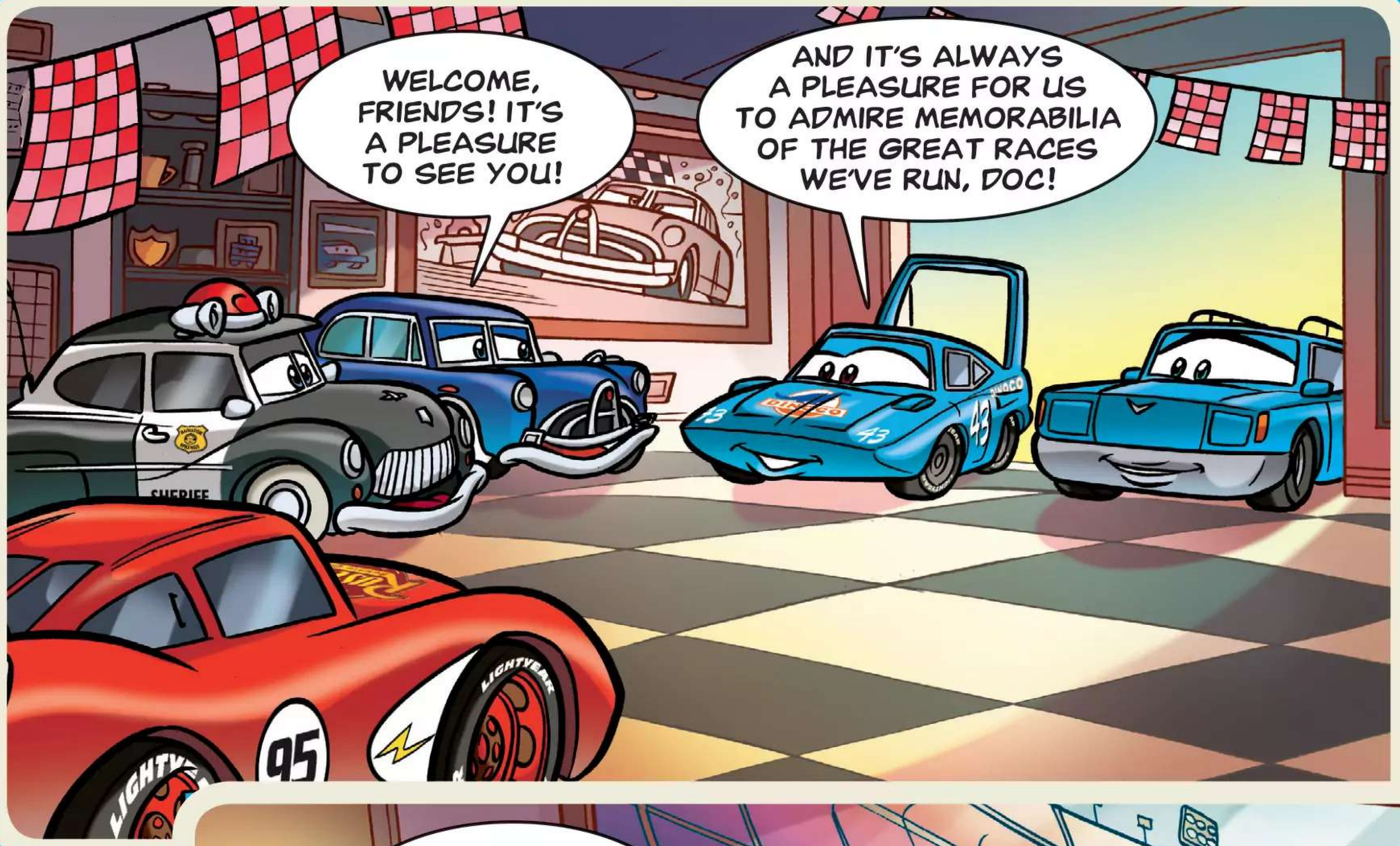
6

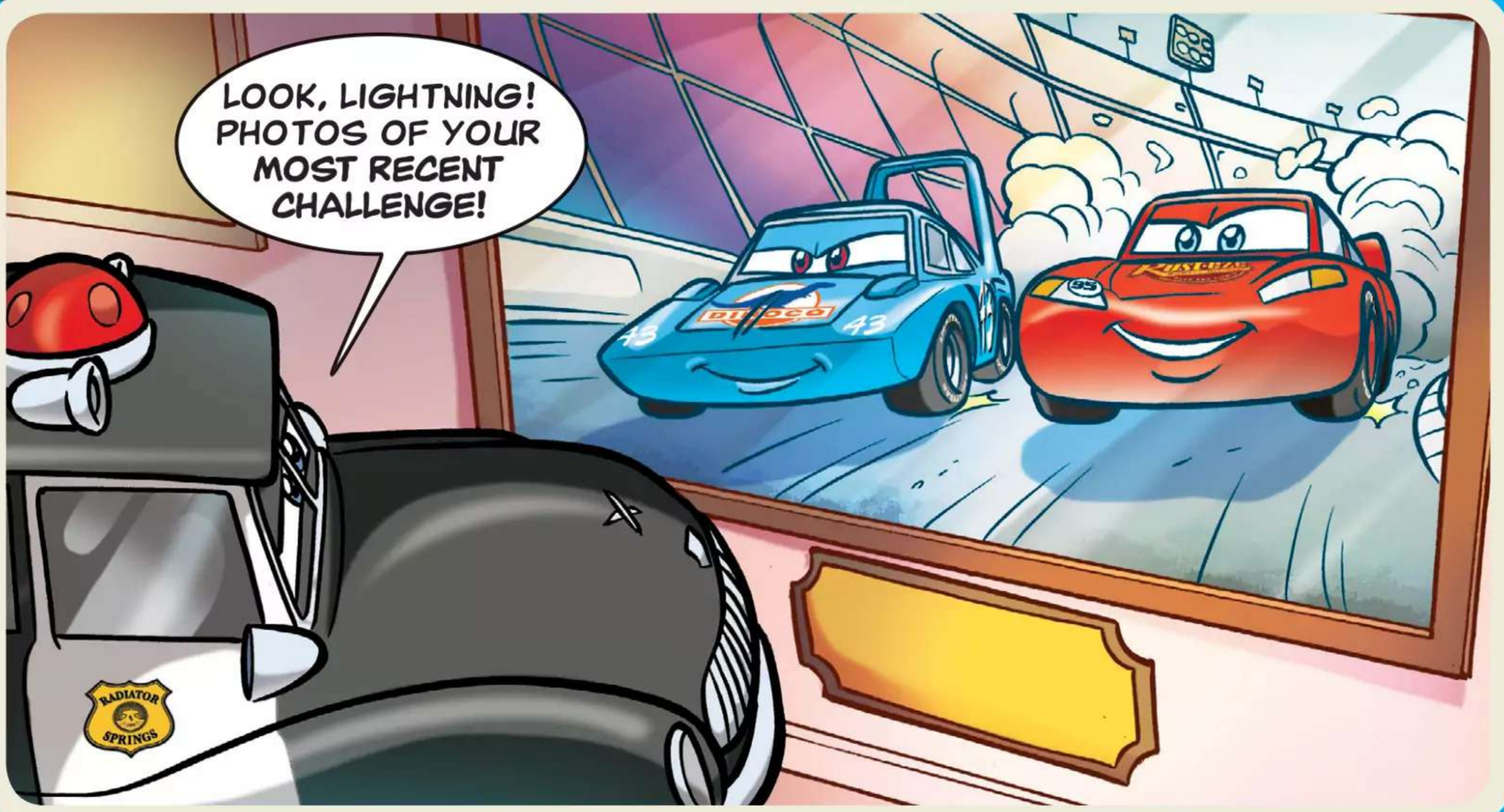
7

3

8

HISTORY REPEATS ITSELF





Script: Alessandro Sisti; pencils: Valentino Forlini; ink: Michela Frare; color: Kawaii Creative Studio

HOW ABOUT REPEATING IT?

OF COURSE, IT WOULD JUST BE A LITTLE RACE AMONG FRIENDS!

WHY NOT? IT'LL BE FUN!

LATER IN ORNAMENT VALLEY...

READY? START YOUR ENGINES...

...GO!

VROOOAP

VROOOM

THEY'RE NECK AND NECK!

TWO TRUE CHAMPIONS! WHO KNOWS WHICH CAR WILL TRIUMPH?

VRAAAUM

BUT...

UH-OH!

DINOCO

LIGHTYEAR

95

SKREEEEEEK

WHY'S LIGHTNING BRAKING?

HE DID THE SAME THING DURING THE PISTON CUP...

...BUT THAT'S NOT WHAT WE MEANT WHEN WE SAID WE WANTED TO REPEAT THE RACE!

HE'S HEADING BACK TO TOWN!

WHAT'S WRONG?

WE DON'T KNOW! LET'S FOLLOW HIM!

HEY, LIGHTNING! YOU DIDN'T HAVE TO LET ME WIN THIS TIME!

I KNOW, THE KING! SORRY!

I JUST REMEMBERED THAT I'D PROMISED TO PICK UP SALLY AND I DIDN'T WANT TO BE LATE!

HI, EVERYBODY!

HUH?

HA! HA!

HEE! HEE! WITHOUT A DOUBT!

THAT BOY HAS SURE LEARNED SOMETHING FROM YOU, DEAR!

KEEPING HER FROM WAITING WAS MORE IMPORTANT THAN OUR RACE, RIGHT?

THE END

GAMES 2

DINOCO GAMES

THESE GAMES REQUIRE YOUR SKILL!

ANSWERS ON PAGE 33

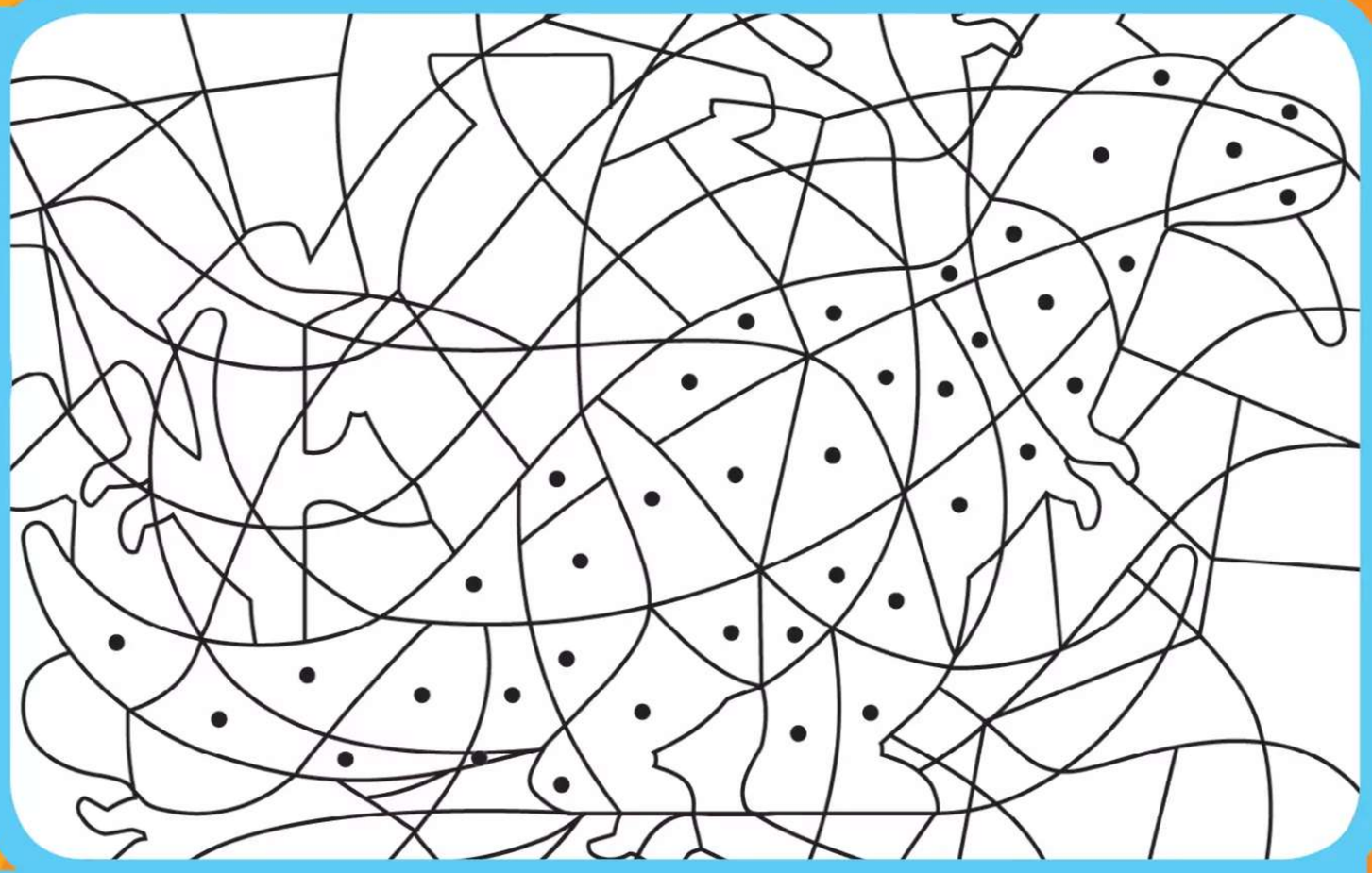
1 SPOT THE DIFFERENCES

THE PICTURE ABOVE AND THE ONE BELOW DIFFER IN 7 DETAILS. CAN YOU SPOT THEM ALL?

2

HIDDEN FIGURE

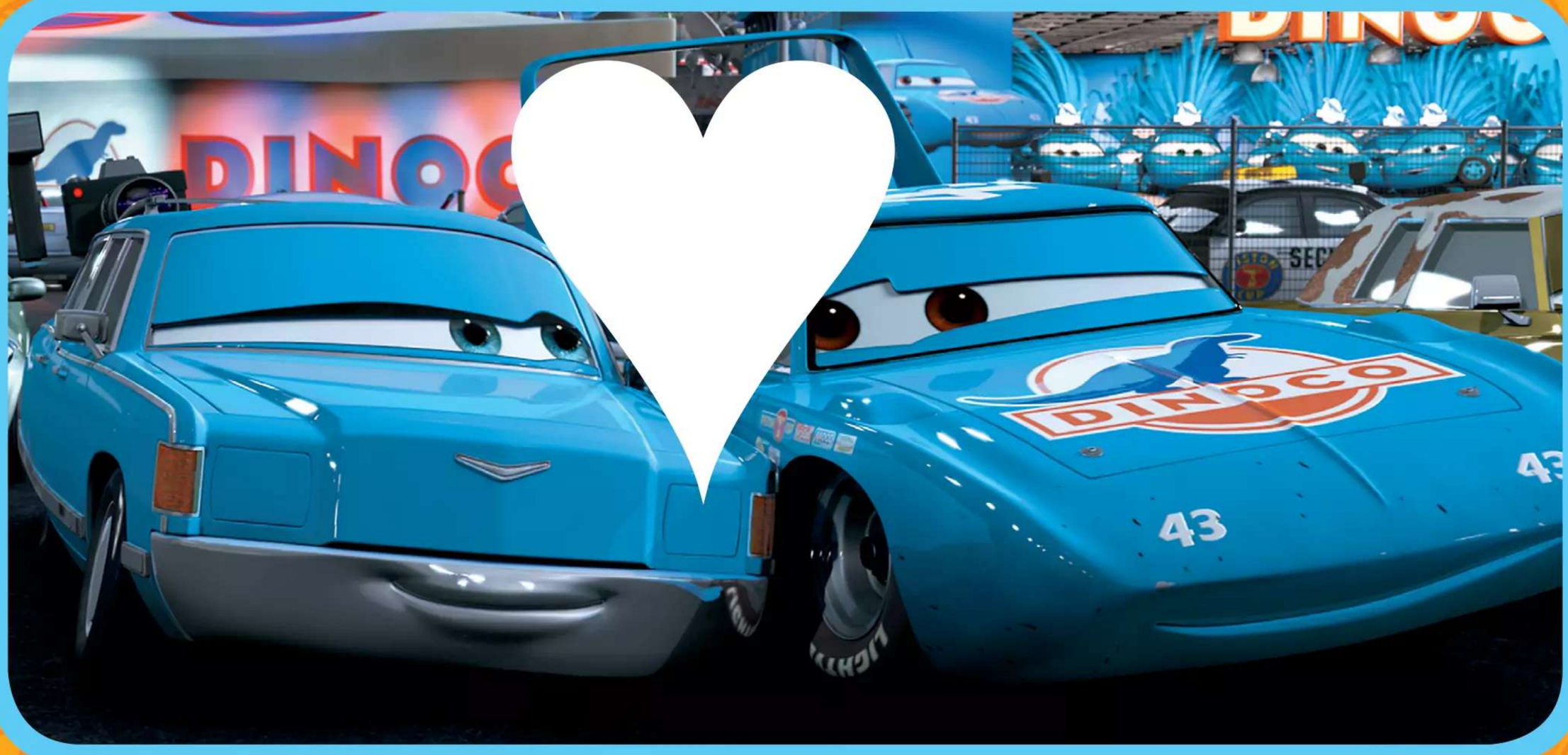
FILL IN THE AREAS
CONTAINING A DOT
AND FIND OUT
WHAT'S HIDING HERE!



3

LOST HEART

EVERYBODY KNOWS LOVE MAKES YOU LOSE YOUR HEAD, BUT THIS TIME A HEART IS MISSING IN THE FRAME BELOW! CAN YOU FIND THE **RIGHT ONE** AMONG THESE 4?



GAMES 3

LAP COUNTING

TO DECIDE WHO'S THE FASTEST, THE 5 CARS BELOW HAVE ARRANGED A SPECIAL RACE ON THE SPEEDWAY. LET'S COUNT WHO'S MADE THE MOST LAPS!

ANSWERS ON **PAGE 33**

ALL CARS START TOGETHER. A LAP IS **COMPLETED** EACH TIME THEY MAKE IT BACK TO THE STARTING LINE. FOLLOW THE COLORED TRACKS TO COUNT EACH COMPETITOR'S LAPS. USE THE SCORECARD TO KEEP A RECORD OF THE LAPS.

CARS	LAPS	1	2	3	4
LIGHTNING					
THE KING					
LEAKLESS					
CHICK HICKS					
NITROADE					

CING SERIES

CUP

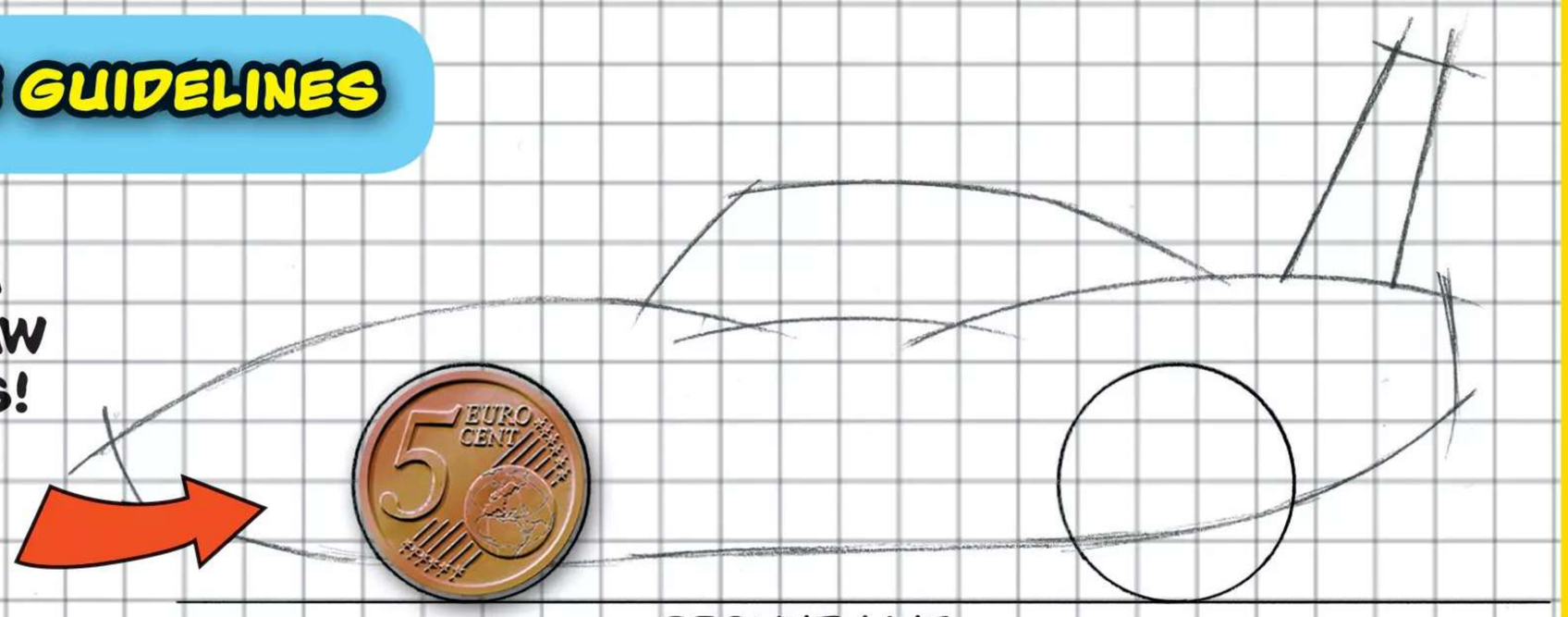
ART

HOW TO DRAW THE KING

REPEAT THESE 4 STEPS AND LEARN TO DRAW THE KING, MOST SUCCESSFUL RACECAR IN HISTORY!

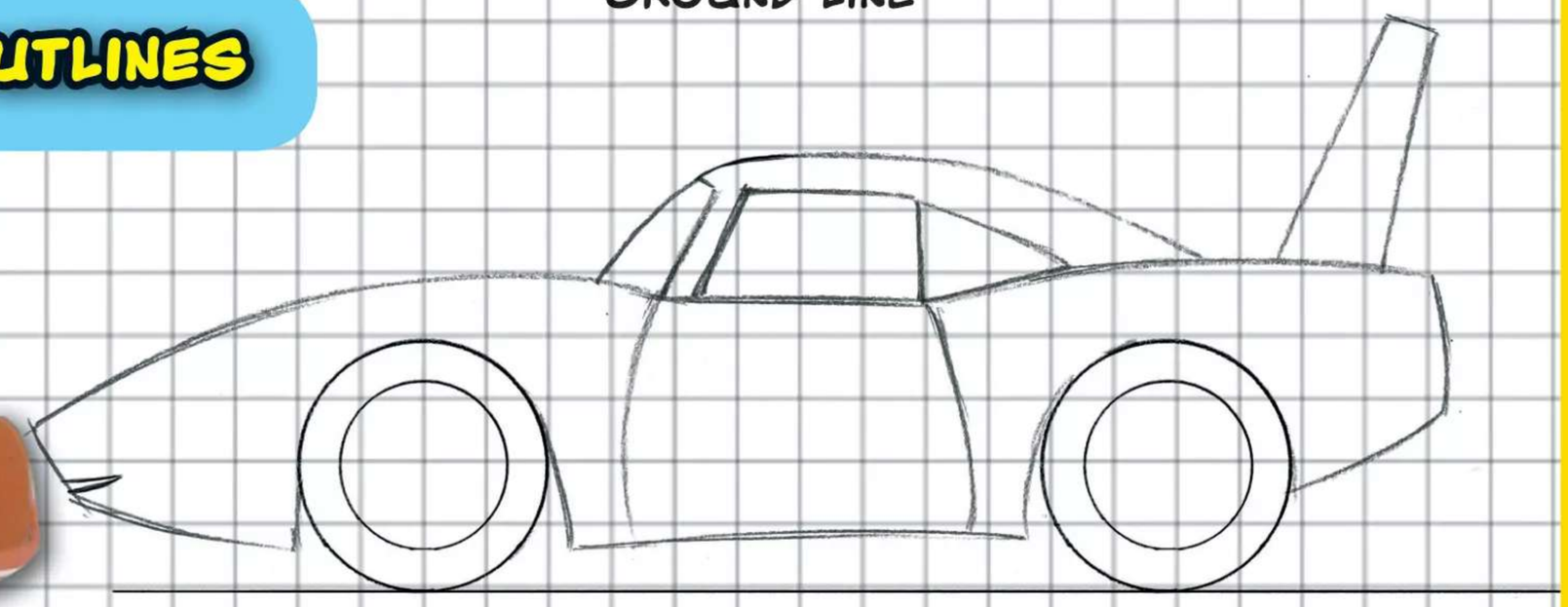
1ST DRAW THE GUIDELINES

TIP: USE A COIN TO DRAW THE WHEELS!



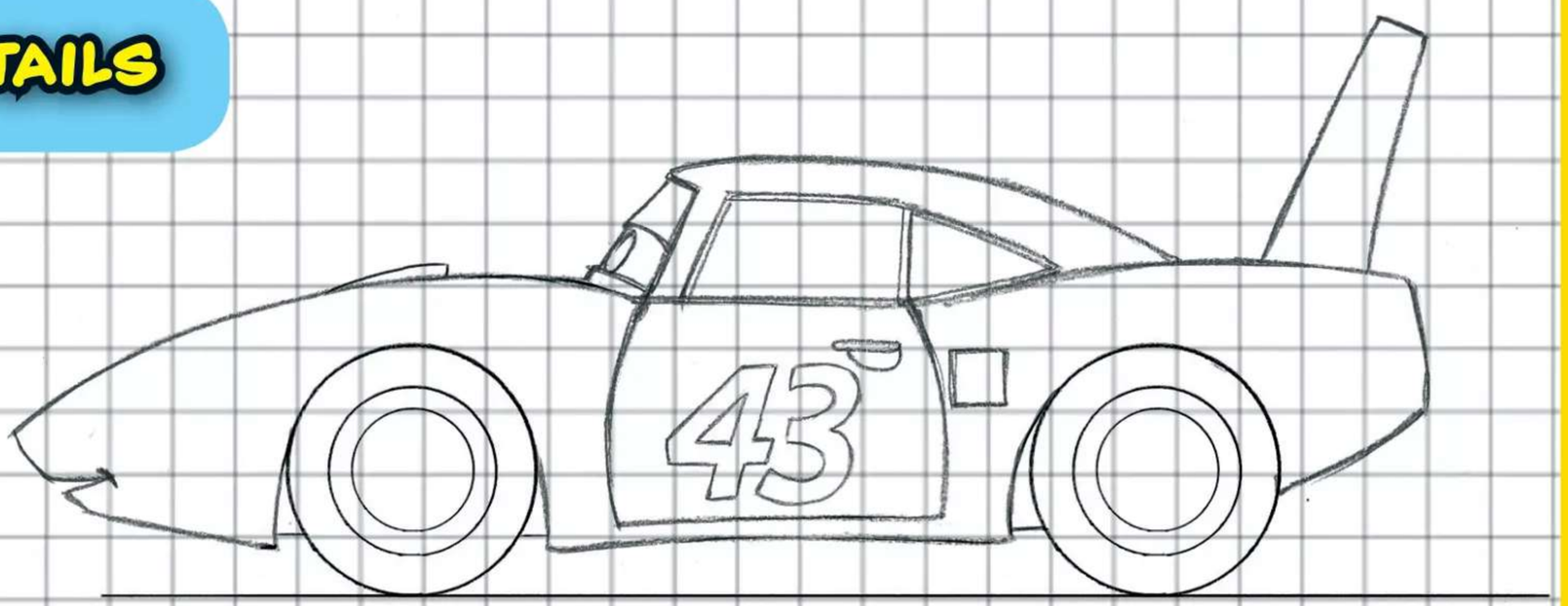
2ND DRAW THE OUTLINES

TIP: ERASE THE LINES THAT YOU DON'T NEED



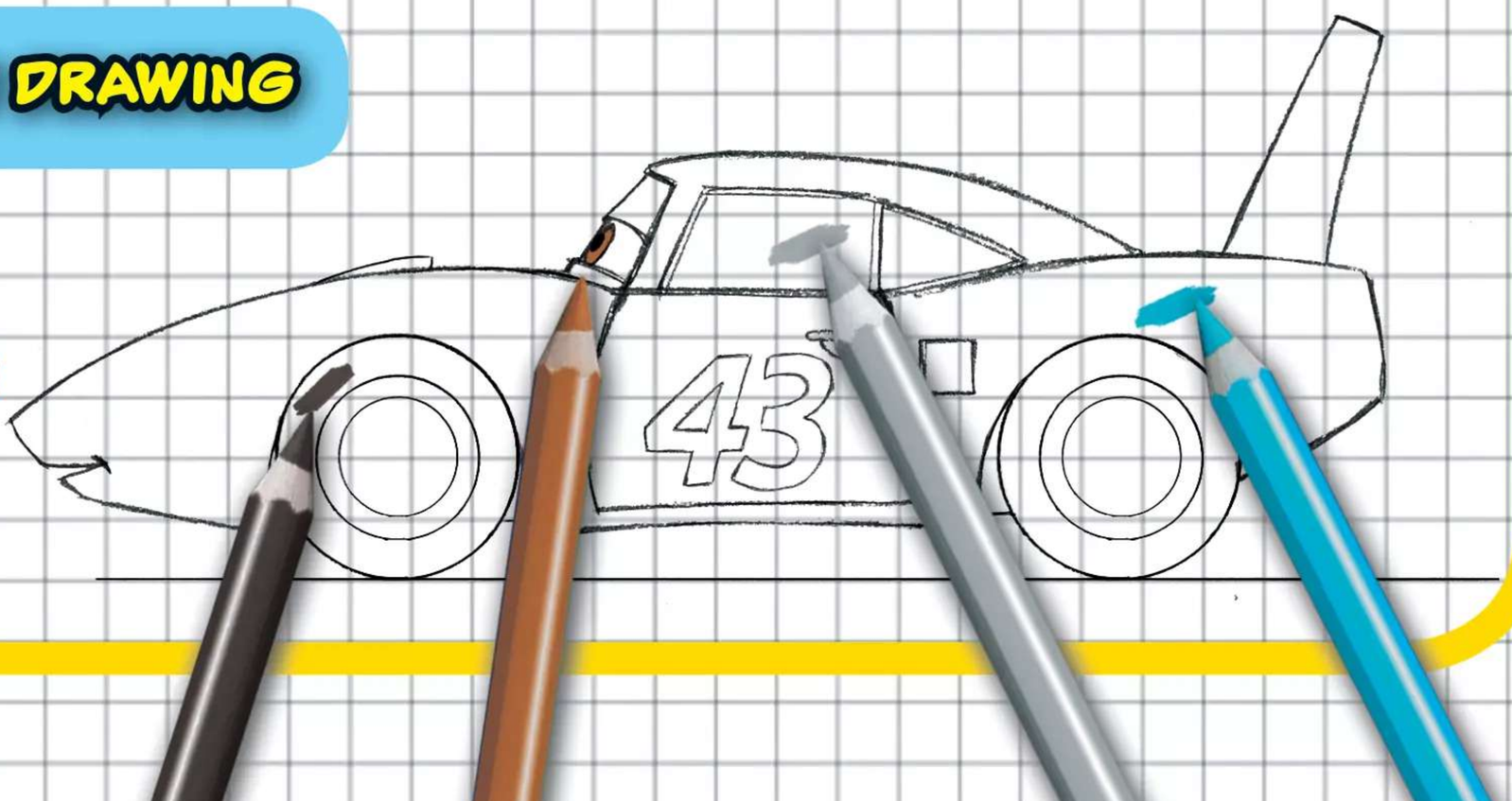
3RD ADD THE DETAILS

TRY: ADD AS MANY AS YOU CAN. USE THIS ISSUE'S POSTER TO HELP YOU!



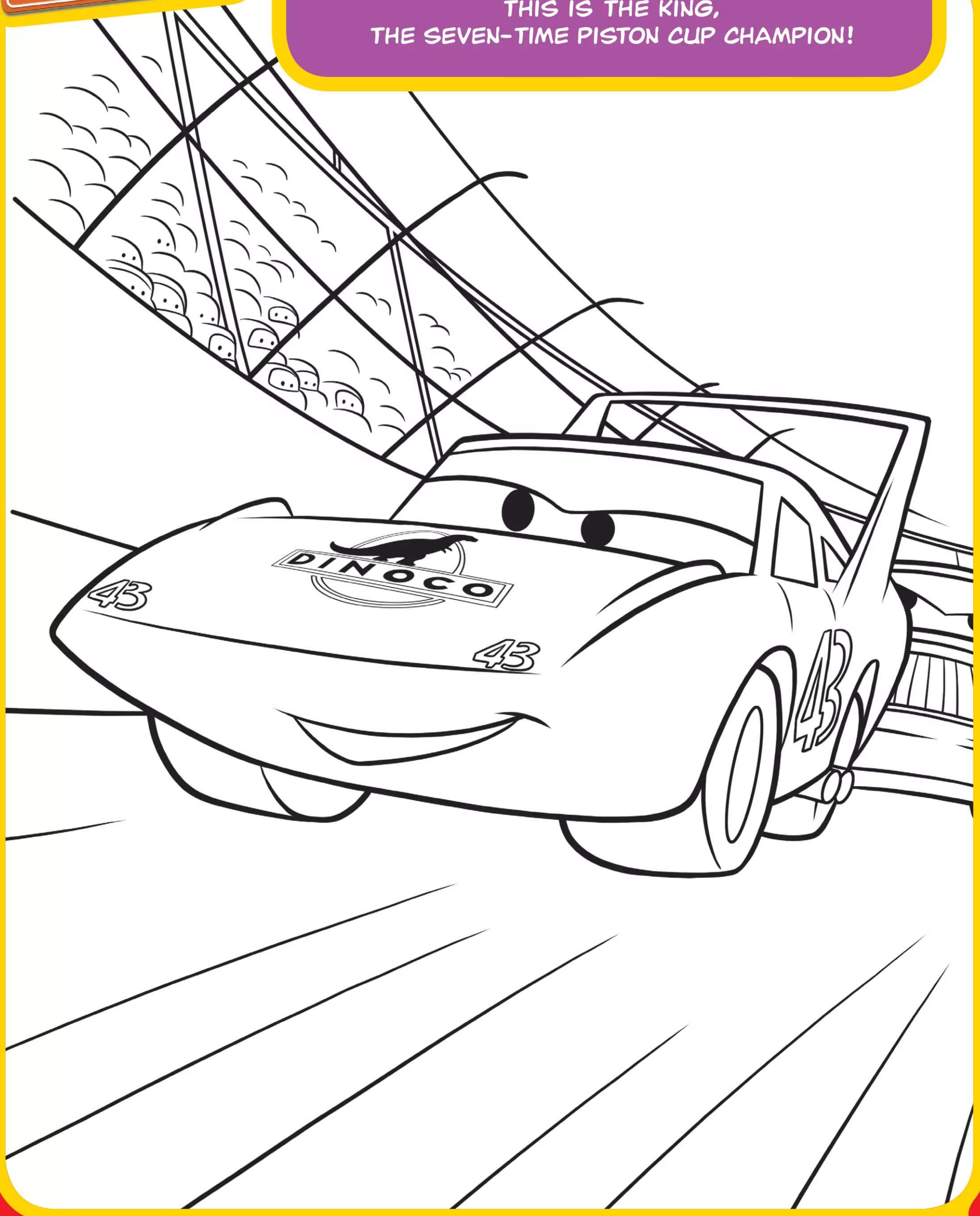
4TH COLOR YOUR DRAWING

YOU'LL NEED BLACK, GRAY, HAZEL AND BLUE FOR EYES AND BODY. NOW, YOU'RE DONE!



NO SPEED LIMIT!

THIS IS THE KING,
THE SEVEN-TIME PISTON CUP CHAMPION!



CARS MAGAZINE 10

POSTER

© Disney/Pixar Plymouth Superbird ™

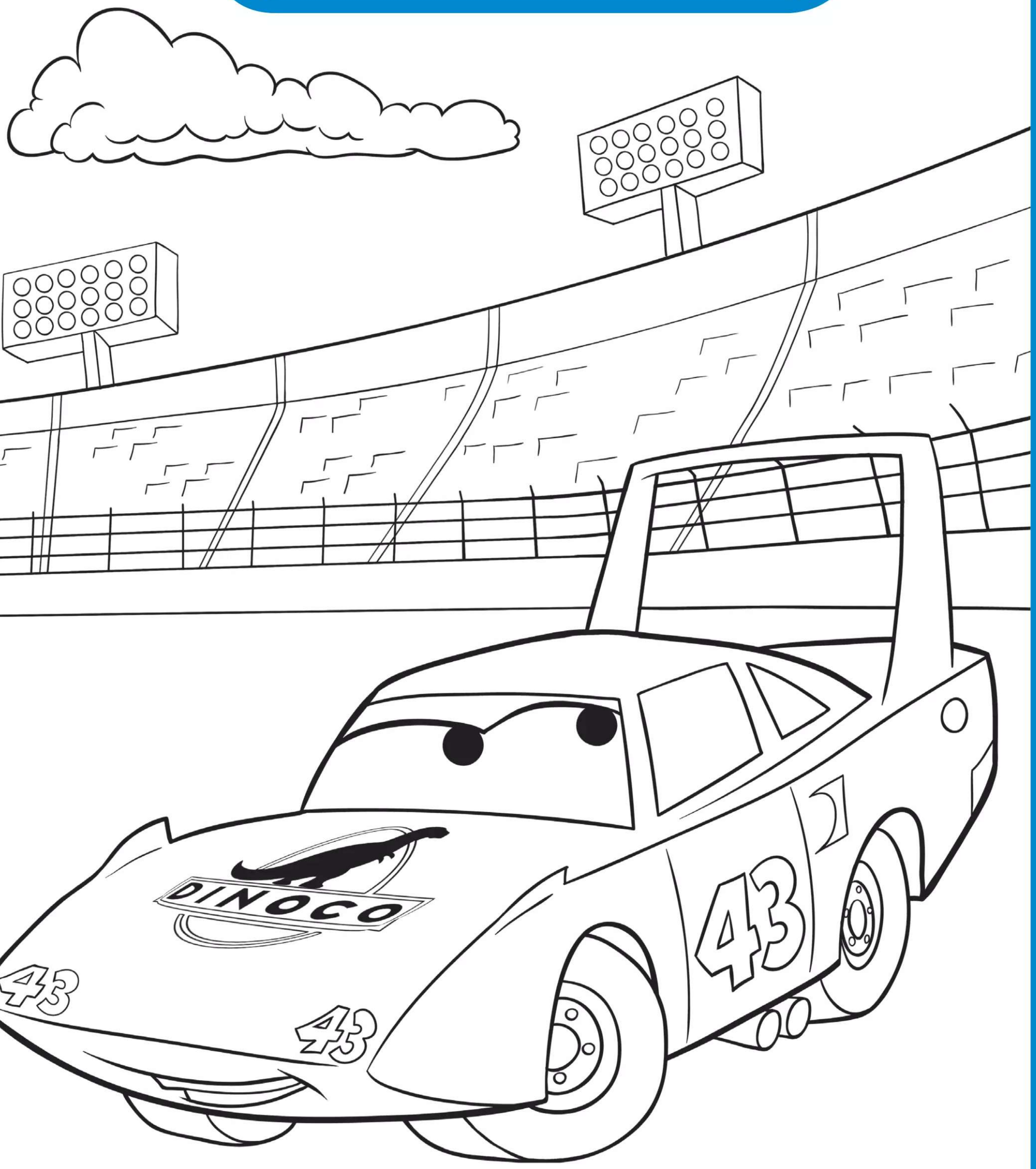
Disney • PIXAR

THE WORLD OF Cars

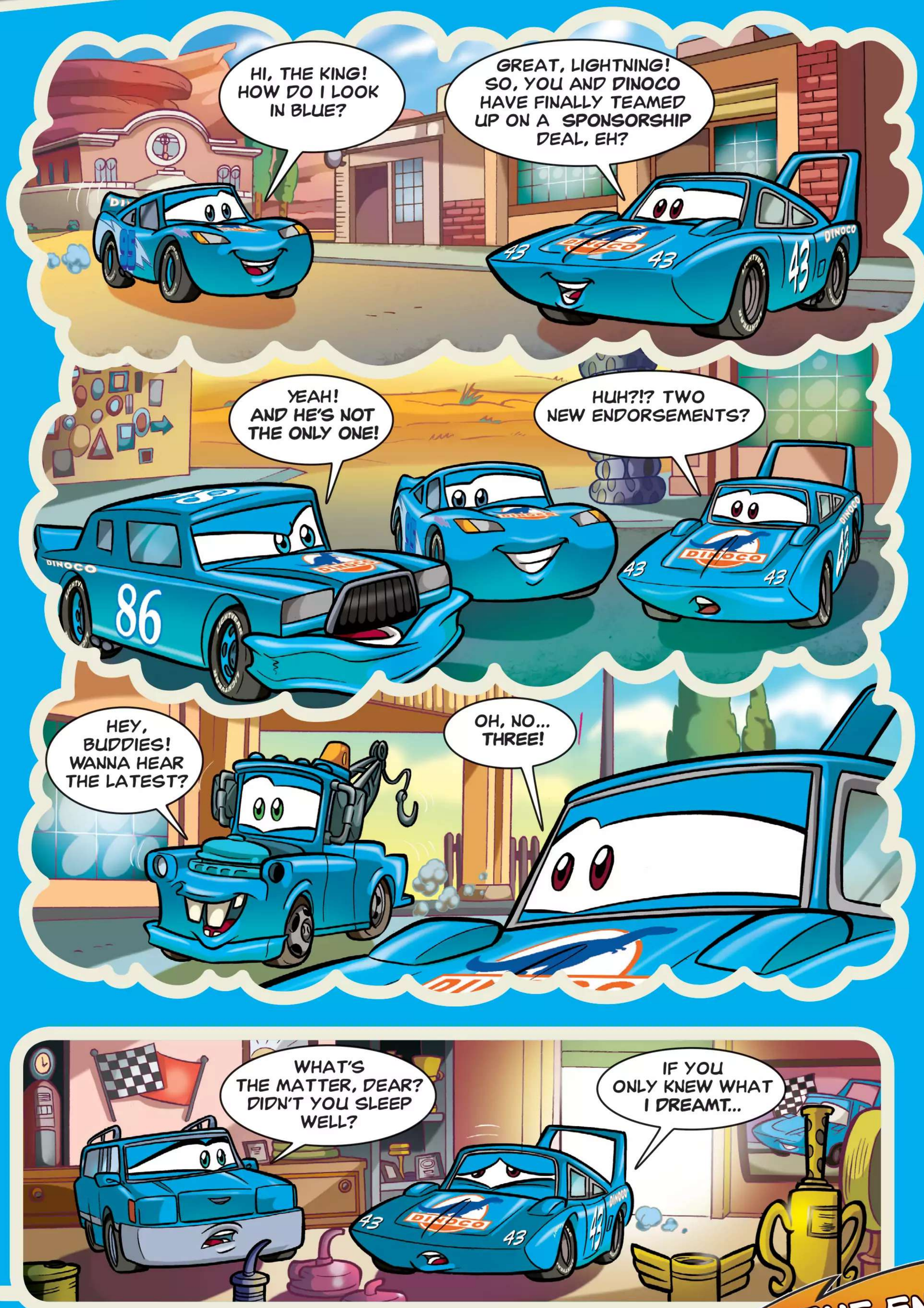
The King

SPEEDWAY KING

THE KING OF THE SPEEDWAY HAS TO BE COLORED LIKE THE SKY!



DINOCO... DREAM?



THE END

Script: Alessandro Sisti; pencils: Valentino Forlini; ink: Michela Frare; color: Kawaii Creative Studio

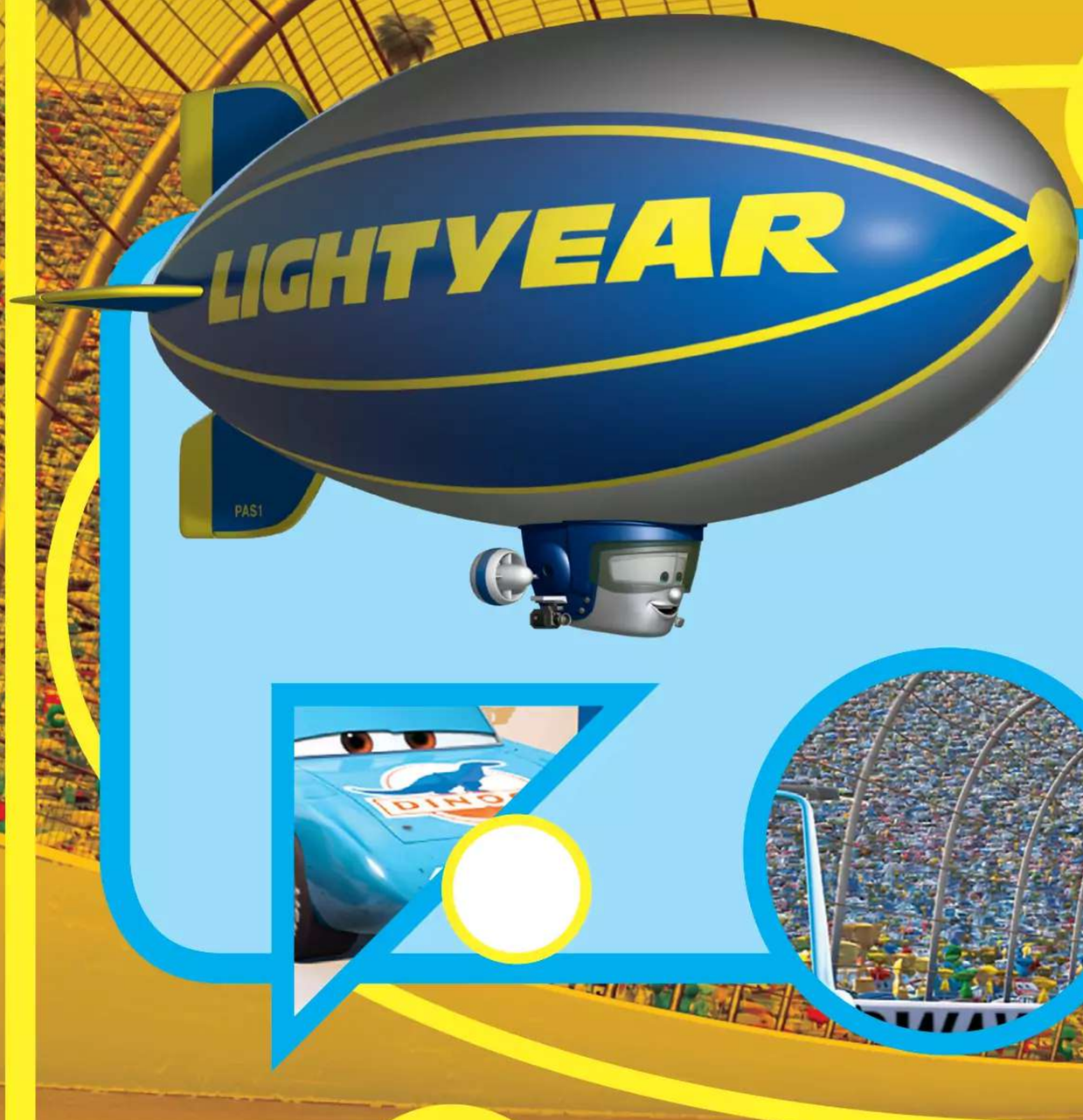
THE KING'S FANS

SHARPEN YOUR SIGHT AND YOUR WITS!

ANSWERS ON **PAGE 33**

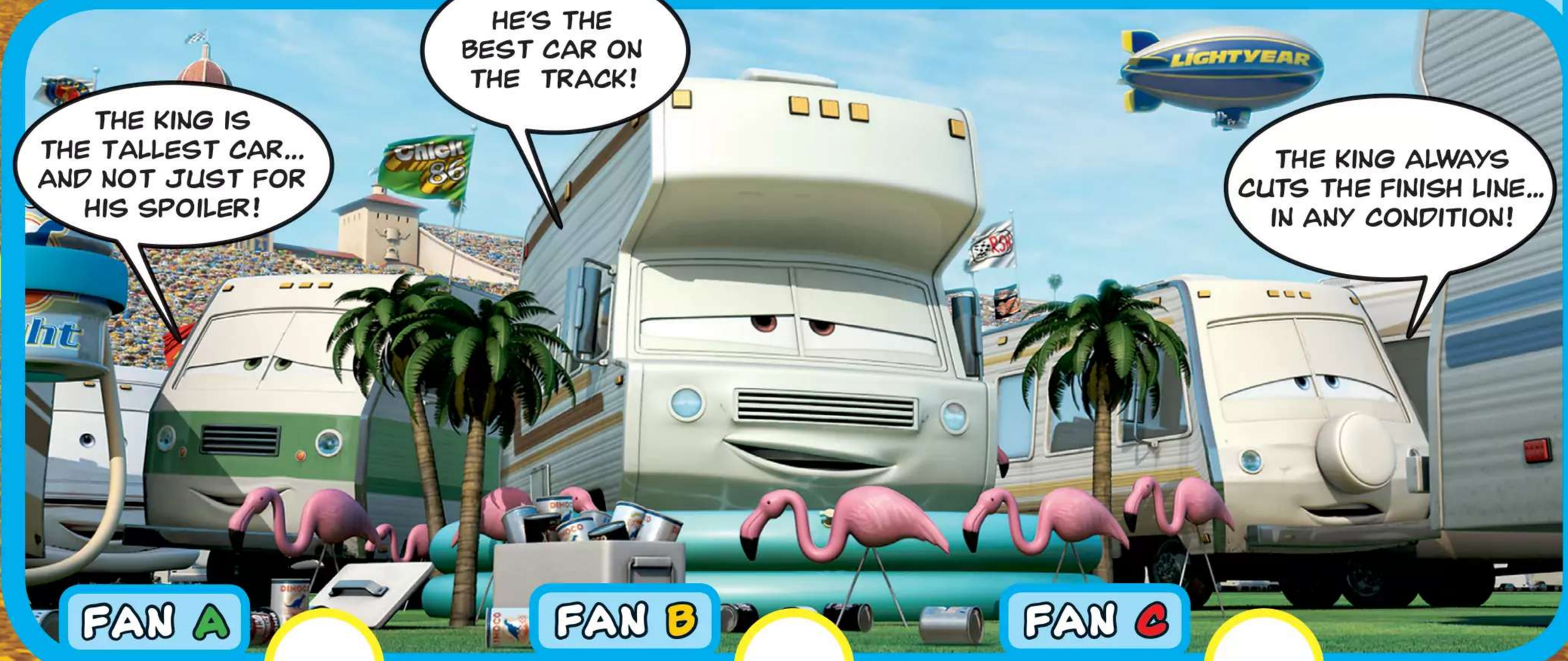
1 A VIEW FROM ABOVE

FLYING OVER THE STADIUM, AL THE BLIMP HAS A PERFECT VIEW OF WHAT'S GOING ON. HE TOOK THE 3 PICTURES ON THE RIGHT. WHICH PICTURE ARE THE THREE DETAILS BELOW FROM?



2 THE FANS' POINT OF VIEW

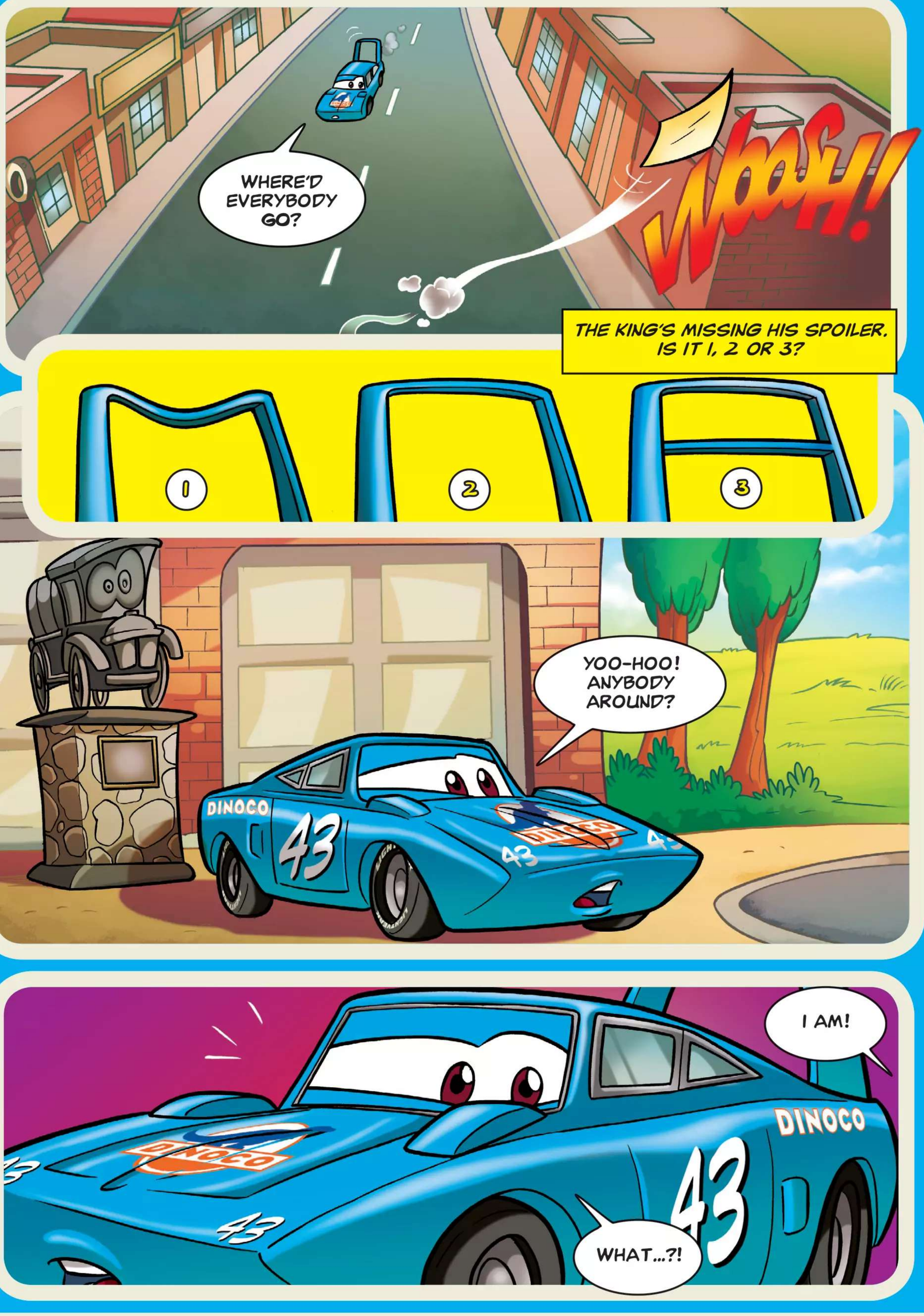
PICTURES 1, 2, 3 ON THE RIGHT INSPIRED THE STATEMENTS BELOW BY THREE OF THE KING'S FANS. READ THEM AND MATCH EACH PHRASE WITH TO THE RIGHT SCENE!



1

LOS ANGELES INTERNATIONAL SP
PISTON CUP
43
43
43
DWAY
htB
2
DINOCO
43
95
3
Rust-eze
DINOCO
43
43
htB

A MUST-SEE EVENT



Script: Gabriele Panini; pencil: Valentino Forlini; ink: Michela Frare; colour: Kawaii Creative Studio

THE KING'S SPOILER IS NUMBER 2.

THE DIFFERENT DETAILS ARE LUIGI'S FLAG AND GUIDO'S PILE OF TIRES.

WHAT IS IT?!?
I'VE ALWAYS ADMIRED DOC'S RACING! I CAN'T LEAVE HIM IN THE LURCH!

I KNOW WHERE SHE IS! SHE HAD TO TAKE A LITTLE DETOUR: DOC'S GOT A PROBLEM!

MY WIFE! SHE DROVE INTO TOWN HOURS AGO, BUT I HAVEN'T SEEN HER SINCE!

THE BILLBOARDS FOR CASA DELLA TIRES LOOK IDENTICAL, BUT TWO DETAILS ARE DIFFERENT. CAN YOU SPOT THEM?

LOOKING FOR SOMEONE?

THE KING! NICE TO SEE YA!

LIGHTNING! GOOD THING I FOUND YOU!

THE RIGHT ROAD TO TAKE IS C

SOMEONE'S PLAYED A JOKE ON LUIGI AND HID HIS CHECKERED FLAG. HELP HIM FIND IT.

HOW 'BOUT RACING WITH AN OL' TIMER?

HAPPY BIRTHDAY, CHAMPION!!!

HAPPY? WE'VE SET UP A RACE WITH YOUR CHAMPION!

WOW! REALLY? THANKS!

ON YOUR MARKS! GET SET! GO!

HAPPY BIRTHDAY, CHAMP! MAY THE FASTEST CAR WIN!

HA! HA!

VROOOOM

THE END

THE GREEN FLAG IS HIDDEN IN THE BACK OF MATER'S TOW-TRUCK

RACE AT A GOOD PACE

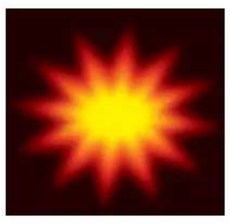
THREE COMPETITORS, A NICE RACE TRACK AND A VERY SPECIAL DICE: THAT'S ALL YOU NEED FOR A BIG RACE!

INSTRUCTIONS

THIS IS A GAME FOR THREE PLAYERS. THEY TAKE TURNS THROWING THE DICE. EACH SIDE OF THE DICE SHOWS **THREE COLORED CIRCLES WITH NUMBERS** INSIDE. THE COLORS OF THE CIRCLES MATCH THE COLORS OF THE THREE RACECARS; THE NUMBERS SHOW HOW MANY SQUARES THE CARS MOVE ON EACH TURN.

EXAMPLE: IF THE COMBINATION BELOW APPEARS, LIGHTNING (RED) MOVES 1 SQUARE, THE KING (BLUE) MOVES 2 SQUARES, AND CHICK HICKS (GREEN) REMAINS WHERE HE IS.

BONUS: THE PLAYER WHO THROWS THE DICE MOVES 1 SQUARE MORE THAN THE NUMBER SHOWN ON THE DICE.

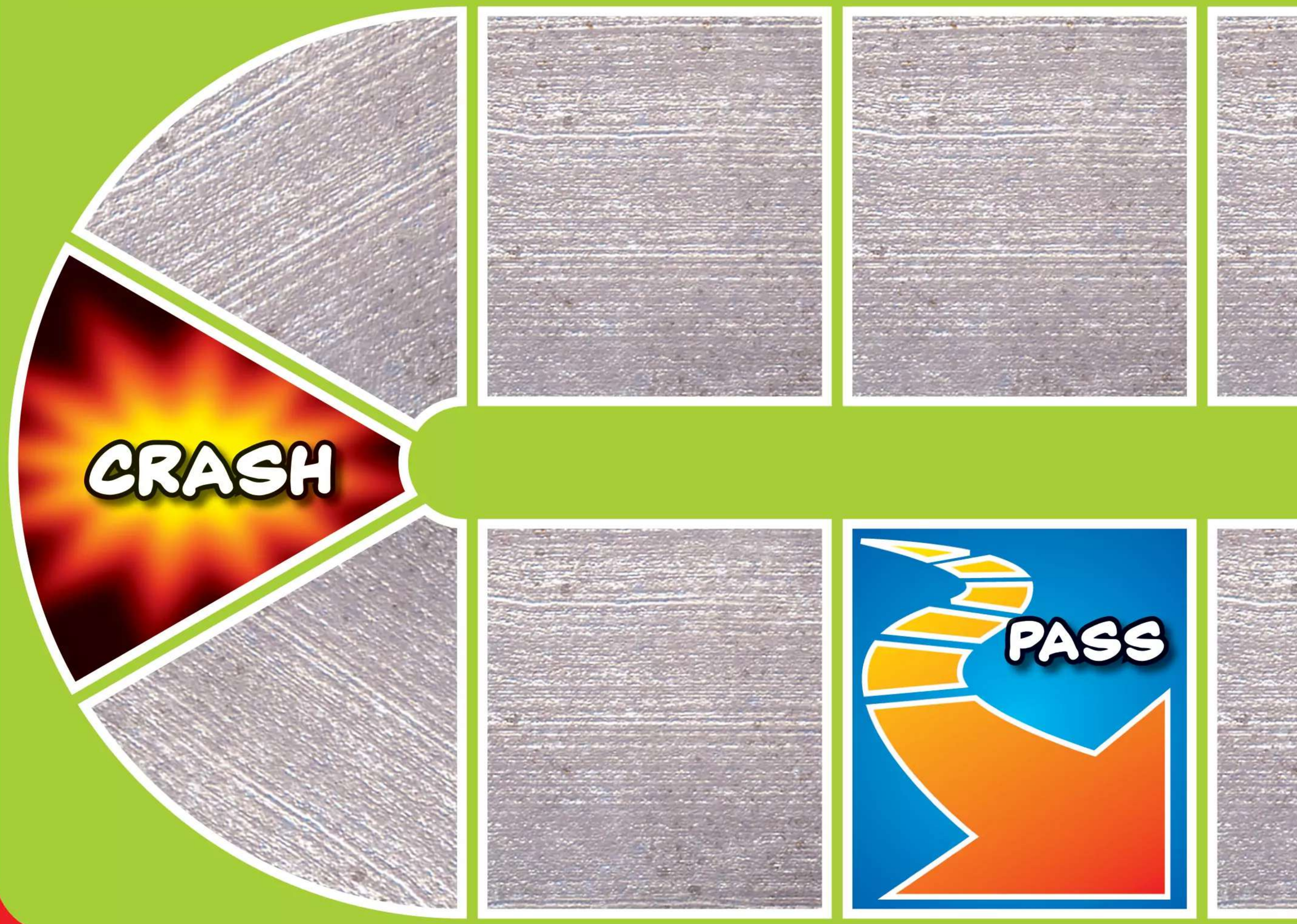


CRASH SQUARE: IF A CAR LANDS ON THIS SQUARE, IT MOVES THE SQUARE BEHIND THE LAST CAR. IF THE CAR THAT LANDS ON A CRASH SQUARE IS ALREADY LAST, IT HAS TO MOVE 1 SQUARE BACK.

PASS SQUARE: IF A CAR LANDS ON THIS SQUARE, IT PASSES ALL THE OTHER CARS AND MOVES TO THE SQUARE IN FRONT OF THE FIRST CAR. IF THE CAR THAT LANDS ON THE PASS SQUARE IS ALREADY LEADING THE RACE, IT MOVES 1 SQUARE AHEAD.
WHEN A CAR PASSES ANOTHER CAR POSITIONED ON THE SQUARE BEFORE THE FINISH LINE, THE PASSING CAR WILL AUTOMATICALLY WIN THE RACE.

PACE CAR CARD: BEFORE THE START OF THE RACE, THE PLAYERS DECIDE WHERE TO PLACE THIS CARD. IT MAY BE PLACED ON ANY SQUARE EXCEPT FOR THE PASS AND THE CRASH SQUARES. IF A CAR LANDS ON PACE CAR SQUARE, THE OTHER TWO CARS MOVE TO THE SQUARE BEHIND THE PACE CAR. THE CARD IS THEN REMOVED FROM THE TRACK.

ARE YOU READY? START YOUR ENGINES!



SPECIAL DICE

YOU'LL FIND THE DICE, THREE TOKENS AND THE PACE CAR CARD TO CUT OUT ON PAGE 32

THE KING'S PISTON CROWN!

HAVE YOU WON ONE OF THE RACING GAMES IN THIS ISSUE? YOU DESERVE A PRIZE! WHAT ABOUT A VERY SPECIAL CROWN?

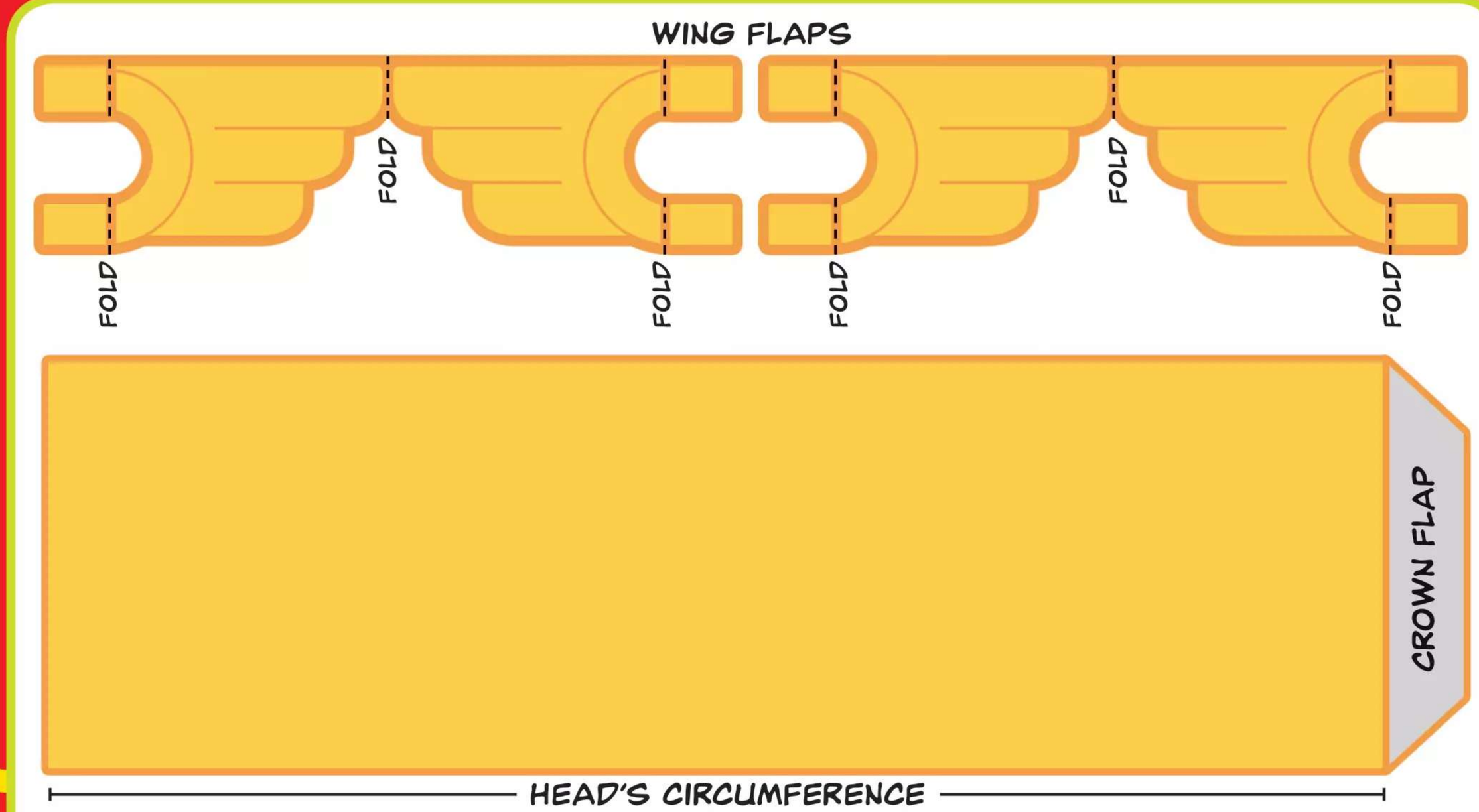
STEP 1 MEASURING

THE CROWN HAS TO FIT! MEASURE OFF THE CIRCUMFERENCE OF YOUR HEAD

STEP 2 CARDBOARD

COPY THE DRAWINGS BELOW ON A YELLOW SHEET OF CARDBOARD, BIG ENOUGH TO FIT YOUR HEAD

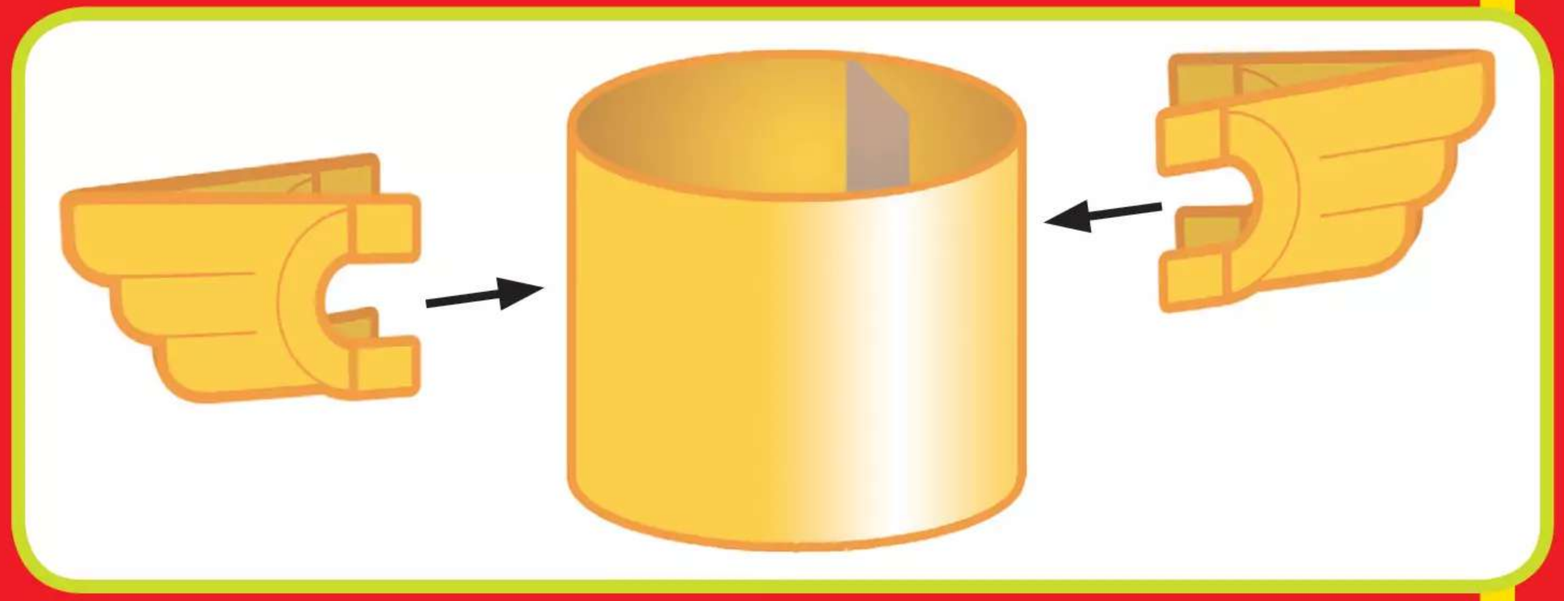
TIP: YOU CAN ALSO PHOTOCOPY THE DRAWINGS AND ENLARGE THEM TO THE SIZE YOU NEED. THEN CUT OUT THE COPIES AND GLUE THEM ONTO THE CARDBOARD SHEET!



STEP 3

CUT, FOLD AND GLUE

CUT* ALONG THE BOLD LINES, THEN FOLD THE FLAPS ALONG THE DOTTED LINES. GLUE THE WING FLAPS TOGETHER, ROLL THE BIG RECTANGLE INTO A CYLINDER AND GLUE THE GRAY FLAP INSIDE



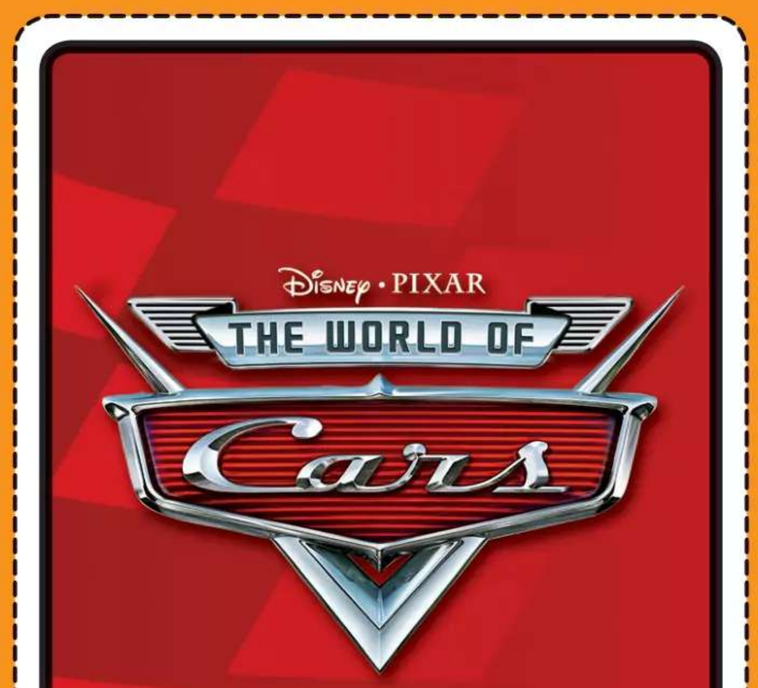
*TIP: ASK A GROWN-UP FOR HELP!

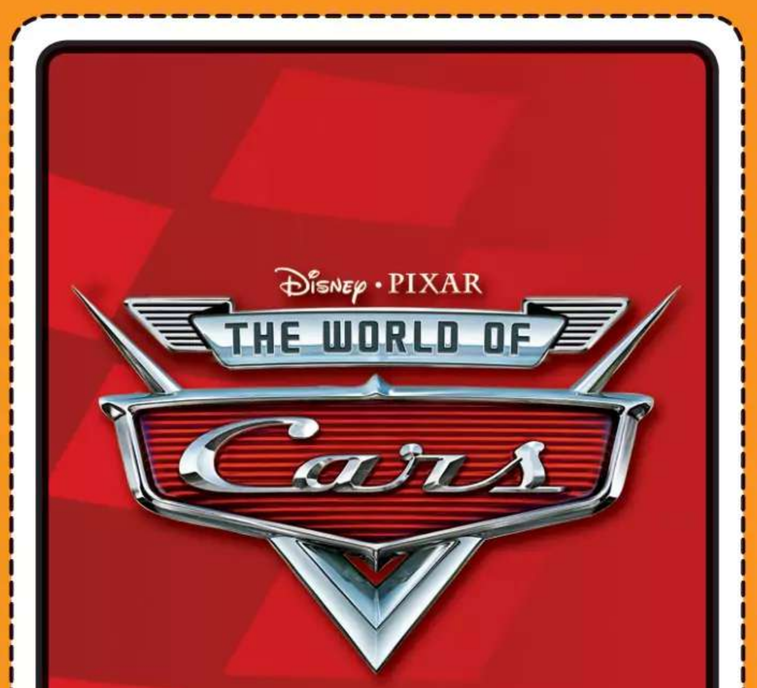
STEP 4

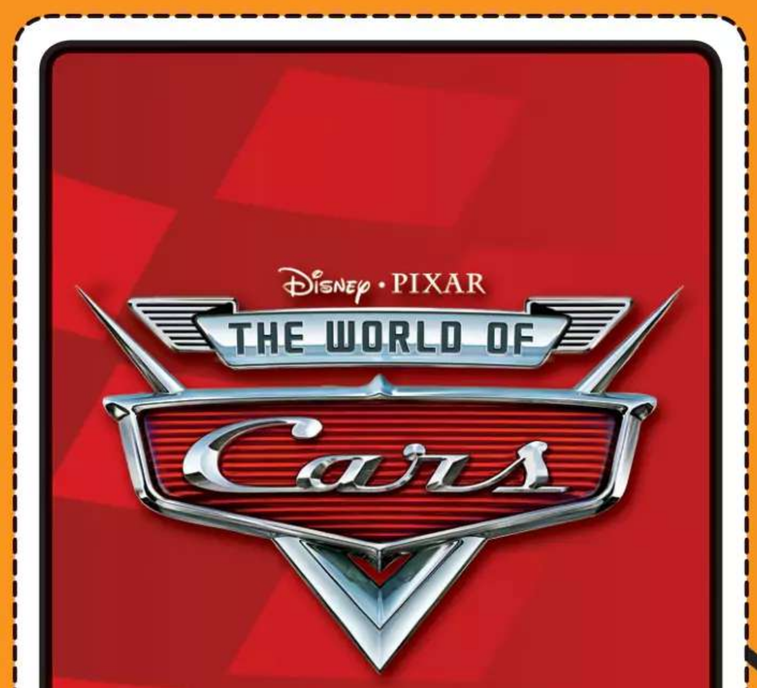
READY!

GLUE THE WING FLAPS TO THE SIDES OF THE CYLINDER AND... CROWN YOURSELF!

TURN THE PAGE FOR RACE CARDS TO CUT OUT



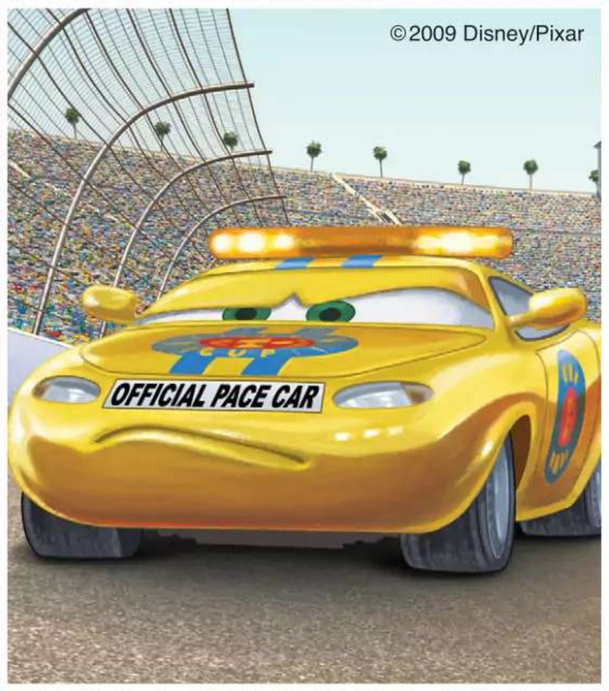


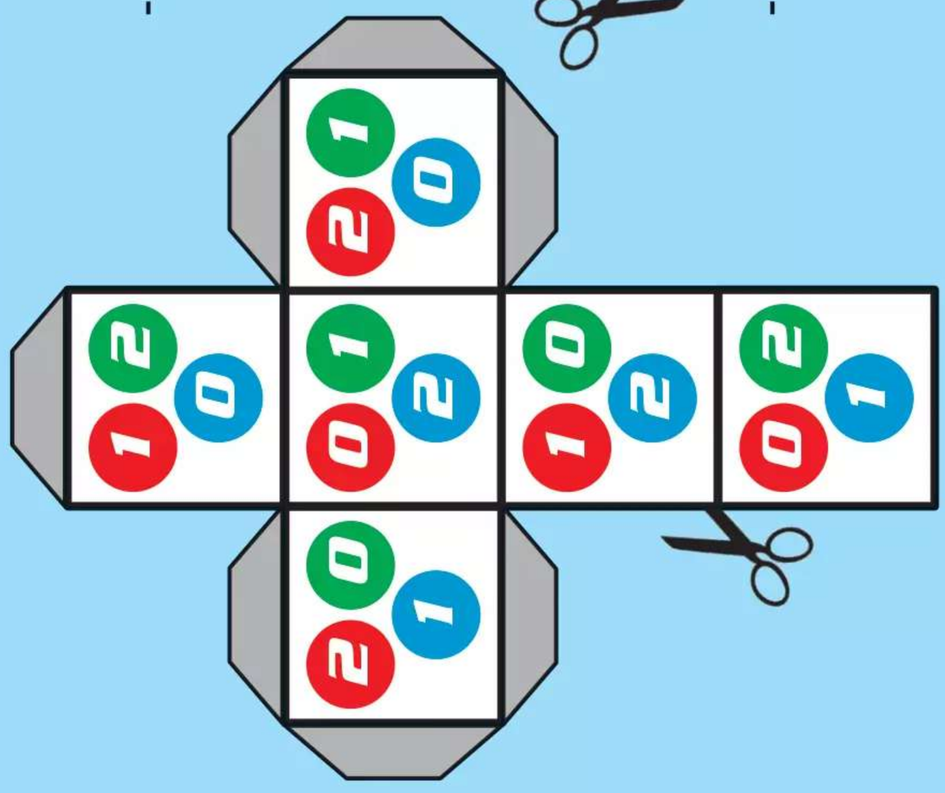


TIPS BEFORE YOU CUT, SEE PAGE 31!

GAMES TOKENS

CUT OUT THESE PHOTOS AND THE DIE FOR GAME ON PAGES 28-29





FOLD

FOLD

FOLD

GLUE THE TWO GRAY FLAPS TOGETHER	GLUE THE TWO GRAY FLAPS TOGETHER	GLUE THE TWO GRAY FLAPS TOGETHER

HOW TO ADD UP YOUR SCORE

AT THE END OF EACH RACE, WRITE DOWN YOUR SCORE ON THE CARD. THE HIGHER YOUR RANK, THE MORE POINTS YOU'LL SCORE.

FOR EXAMPLE, IF THERE ARE 3 RACERS, THE ONE WHO FINISHES AS FIRST GETS 3 POINTS, THE SECOND GETS 2 POINTS AND THE THIRD GETS JUST 1 POINT.

YOUR NAME .....

RACE CARD

CHAMPIONSHIP RESULTS

	RANK	POINTS
ASPHALT TRACK		
WET ASPHALT TRACK		
SNOW TRACK		
DIRT ROAD TRACK		
ROCKY GROUND TRACK		
SAND TRACK		
TOTAL POINTS		
FINAL RACETRACK		

©2009 Disney/Pixar

YOUR NAME .....

RACE CARD

CHAMPIONSHIP RESULTS

	RANK	POINTS
ASPHALT TRACK		
WET ASPHALT TRACK		
SNOW TRACK		
DIRT ROAD TRACK		
ROCKY GROUND TRACK		
SAND TRACK		
TOTAL POINTS		
FINAL RACETRACK		

©2009 Disney/Pixar

YOUR NAME .....

RACE CARD

CHAMPIONSHIP RESULTS

	RANK	POINTS
ASPHALT TRACK		
WET ASPHALT TRACK		
SNOW TRACK		
DIRT ROAD TRACK		
ROCKY GROUND TRACK		
SAND TRACK		
TOTAL POINTS		
FINAL RACETRACK		

©2009 Disney/Pixar

TIP: IF YOU NEED MORE CARDS, MAKE PHOTOCOPIES OF THESE BEFORE CUTTING THEM OUT!

LOOK!

GAMES ANSWERS

PAGES 06-07:

THE CORRECT ANSWERS ARE:

8

3

6

7

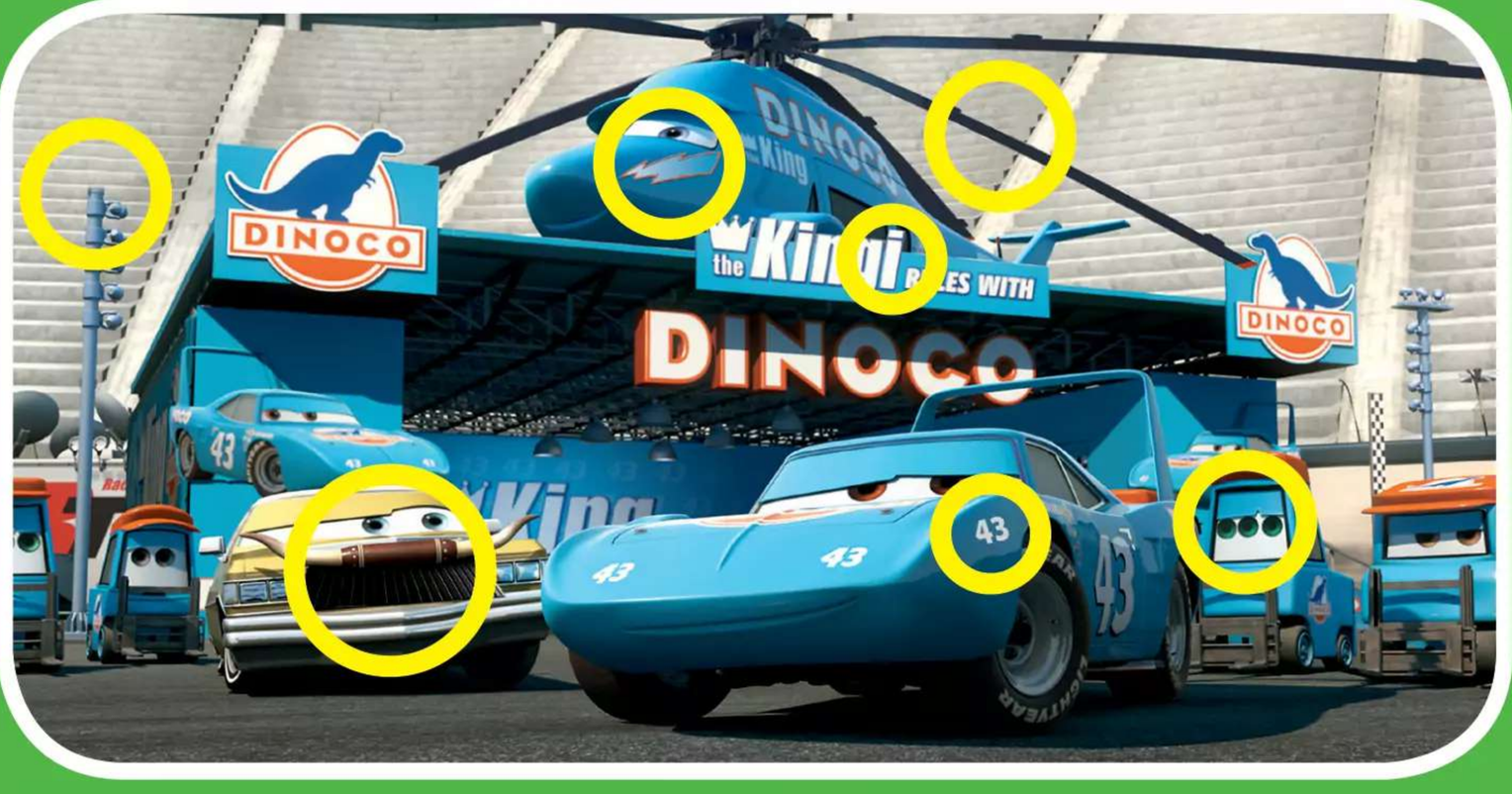
5

4

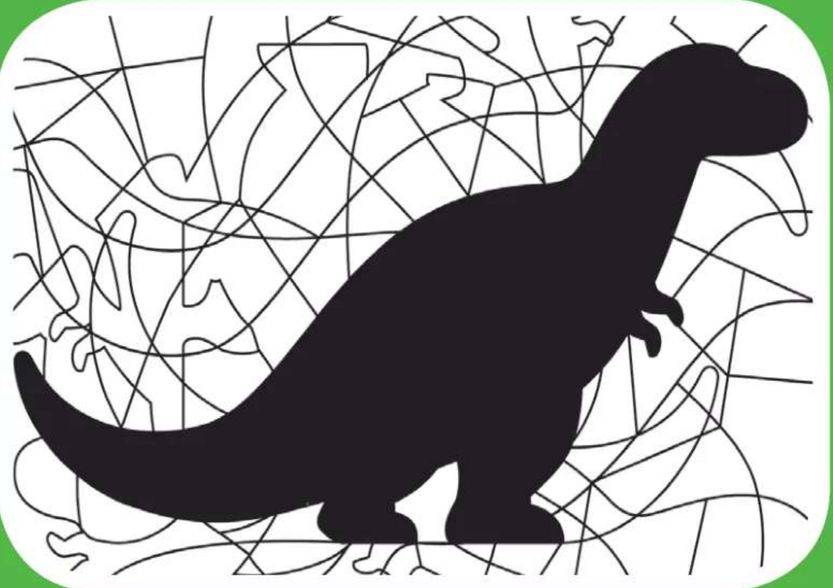
1

2

PAGE 12: GAME 1



PAGE 13: GAME 2



PAGE 13: GAME 3

THE CORRECT ANSWER IS:

3

PAGES 14-15

THE CORRECT ANSWERS ARE:

LIGHTNING	3
THE KING	4
LEAKLESS	3
CHICK HICKS	2
NITROADE	1

PAGES 22-23: GAME 1

THE CORRECT ANSWERS ARE:

3 1 2

PAGES 22-23: GAME 2

THE CORRECT ANSWERS ARE:

FAN A 3 FAN B 2 FAN C 1

IN THE NEXT ISSUE

A FULL TANK OF FUN WITH FLO!

CARS MAGAZINE 10

CARDS

INSTRUCTIONS:

- CUT OUT THE CARDS, SHUFFLE AND PLACE THE DECK ON THE TABLE, FACE DOWN.
- PLAYERS SIT AROUND THE TABLE AND DRAW LOTS TO SEE WHO GOES FIRST.
- PLAYER 1 CHALLENGES PLAYER 2 (THE FIRST PLAYER TO THE LEFT) BY TURNING OVER THE TOP CARD. PLAYER 2 RESPONDS BY TURNING OVER THE NEXT CARD. IF PLAYER 1'S CARD BEATS PLAYER 2'S (SEE CHART BELOW), THEN PLAYER 1 **EARNS 1 POINT (=1 LAP)** AND PROCEEDS TO CHALLENGE PLAYER 3 IN THE SAME MANNER.
- IF PLAYER 1'S CARD DOES NOT BEAT PLAYER 2'S, THEN PLAYER 2 CHALLENGES PLAYER 3. CONTINUE AROUND THE TABLE.
- **THE FIRST PLAYER TO COMPLETE 10 LAPS, WINS.**
- **IF TWO PLAYERS PICK CARDS OF THE SAME TYPE** (FOR EXAMPLE, 2 STREET CARS), **THE CARD WITH THE HIGHEST VALUE WINS THE CHALLENGE.**

CARD GAME 1

CHALLENGE CHART

RACECAR	BEATS	STREET CAR
STREET CAR	BEATS	FRIEND CAR
FRIEND CAR	BEATS	RACECAR

CARD GAME 2

INSTRUCTIONS:

- EACH PLAYER CHOOSES A **RACECAR** TO COMPETE WITH.
- SHUFFLE THE OTHER CARDS AND PLACE THE DECK ON THE TABLE, FACE DOWN. THE MORE CARDS YOU HAVE, THE MORE EXCITING THE GAME WILL BE.
- THE FIRST PLAYER TURNS OVER THE TOP CARD AND SHOWS IT TO THE OTHERS. THEN THAT PLAYER FOLLOWS THE INSTRUCTIONS ON THE CHART BELOW.
- COUNT EACH PLAYER'S LAPS AS THEY ARE COMPLETED. **THE FIRST PLAYER TO COMPLETE 10 LAPS, WINS!**

IF YOU HAVE	YOU GET	YOU EARN
A **STREET CAR** THE SAME COLOR AS YOUR RACECAR.	YOU GET GOOD ADVICE ON THE RACE	**YOU EARN 1 LAP.** OTHER PLAYERS WITH THE SAME COLOR RACECARS EARN NOTHING.
A **STREET CAR** THAT'S A DIFFERENT COLOR FROM YOUR RACECAR.	YOU GET NO ADVICE ON THE RACE	**YOU EARN NOTHING.**
A **FRIEND CAR** THE SAME COLOR AS YOUR RACECAR.	YOUR FANS CHEER YOU ON!	**YOU EARN 2 LAPS.** OTHER PLAYERS WITH THE SAME COLOR RACECARS EARN NOTHING.
A **FRIEND CAR** THE SAME COLOR AS AN OPPONENT'S RACECAR.	THE CROWD CHEERS FOR YOUR OPPONENT!	**YOUR OPPONENT EARNS 1 LAP.**
A **FRIEND CAR** THAT'S A DIFFERENT COLOR FROM ALL THE RACECARS IN COMPETITION.	A DULL RACE, THE CROWD IS BORED!	**YOU EARN NOTHING.**
A **RACECAR** THE SAME COLOR AS YOUR RACECAR.	CARS ON THE SAME TEAM (SAME COLOR) HELP EACH OTHER	**YOU EARN 1 LAP.** OTHER PLAYERS WITH THE SAME COLOR RACECARS EARN 1 LAP.
A **RACECAR** THE SAME COLOR AS AN OPPONENT'S RACECAR.	YOUR OPPONENT PASSES YOU!	**YOU LOSE 1 LAP.**
A **RACECAR** THAT'S A DIFFERENT COLOR FROM ALL THE RACECARS IN COMPETITION.	YOU TRY TO PASS! ..... IF YOUR RACECAR HAS A HIGHER SCORE THAN THE CARD YOU PICK, YOUR PASS IS SUCCESSFUL.	**YOU EARN 1 LAP.**
	IF YOUR RACECAR HAS A LOWER SCORE THAN THE CARD YOU PICK, YOUR PASS IS UNSUCCESSFUL BECAUSE THE OTHER CAR IS FASTER.	**YOU EARN NOTHING.**

COLLECTOR CARDS

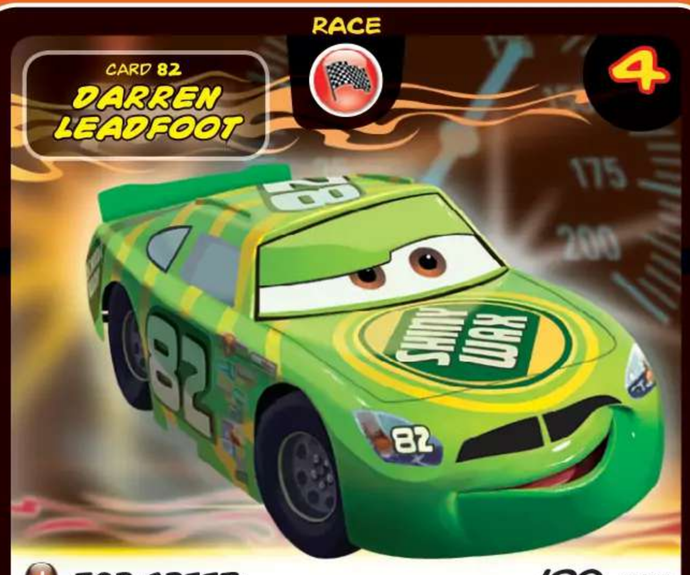
ENJOY, COLLECT AND PLAY WITH THEM!

RACE

CARD 82

DARREN LEADFOOT

4



1. TOP SPEED: ..... 190 MPH
2. ENGINE: ..... 700 HP
3. EXPERIENCE: ★★★☆☆
4. DRIVING SKILL: ★★★★☆
5. SPORTSMANSHIP: ★☆☆☆☆
6. SPECIALTY: ..... ANYTHING...TO WIN!

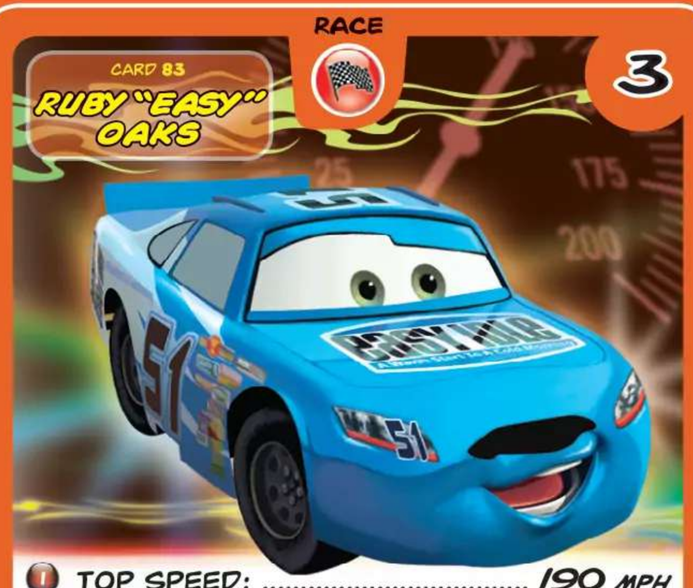
©2009 Disney/Pixar

RACE

CARD 83

RUBY "EASY" OAKS

3



1. TOP SPEED: ..... 190 MPH
2. ENGINE: ..... 670 HP
3. EXPERIENCE: ★★★☆☆
4. DRIVING SKILL: ★★★☆☆
5. SPORTSMANSHIP: ★★★★☆
6. SPECIALTY: ..... EASYGOING AND OPTIMISTIC

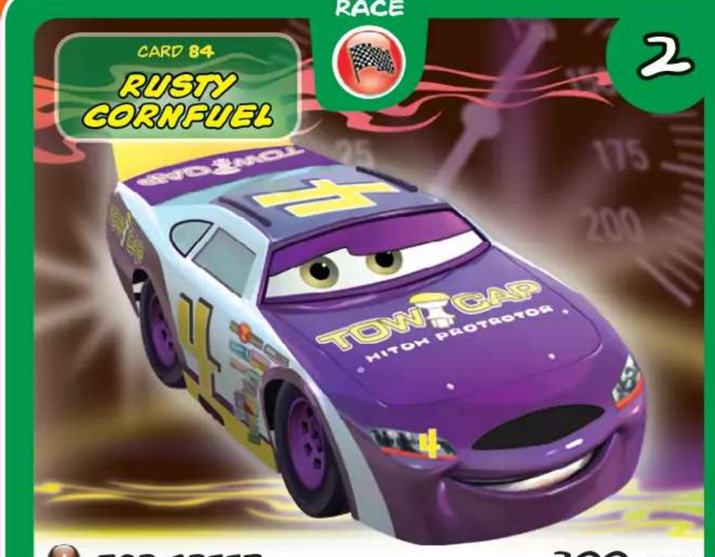
©2009 Disney/Pixar

RACE

CARD 84

RUSTY CORNFUEL

2



1. TOP SPEED: ..... 200 MPH
2. ENGINE: ..... 720 HP
3. EXPERIENCE: ★★★☆☆
4. DRIVING SKILL: ★★☆☆☆
5. SPORTSMANSHIP: ★★★★☆
6. SPECIALTY: ..... GREW UP ON A FARM

©2009 Disney/Pixar

FRIEND

CARD 85

LUKE PETTLEWORK

3

1. TOP SPEED: ..... 30 MPH
2. ENGINE: ..... 315 HP
3. EXPERIENCE: ★★★★★
4. DRIVING SKILL: ★★☆☆☆
5. GENEROSITY: ★★★★★
6. SPECIALTY: ..... THE KING'S BEST FRIEND

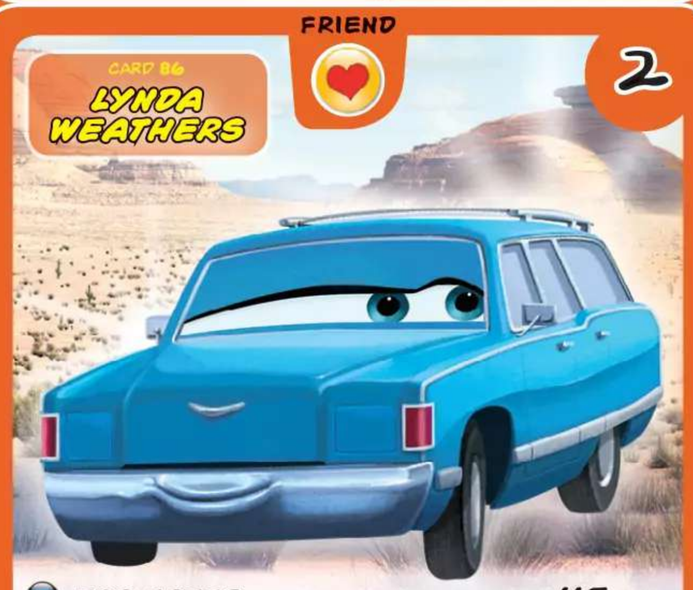
©2009 Disney/Pixar

FRIEND

CARD 86

LYNDA WEATHERS

2



1. TOP SPEED: ..... 115 MPH
2. ENGINE: ..... 302 HP
3. EXPERIENCE: ★★★★☆
4. DRIVING SKILL: ★★☆☆☆
5. GENEROSITY: ★★★★★
6. SPECIALTY: ..... SHE'S MRS. THE KING!

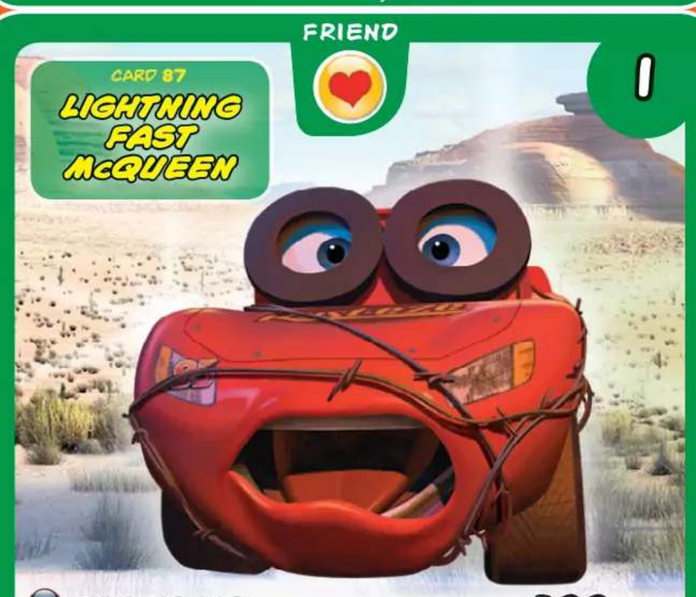
©2009 Disney/Pixar

FRIEND

CARD 87

LIGHTNING FAST McQUEEN

1



1. TOP SPEED: ..... 200 MPH
2. ENGINE: ..... 750 HP
3. EXPERIENCE: ★★★☆☆
4. DRIVING SKILL: ★★★☆☆
5. GENEROSITY: ★★★★★
6. SPECIALTY: ..... NOTHING CAN STOP HIM! OUCH!

©2009 Disney/Pixar

STREET

CARD 88

POLLY PUDDLE-JUMPER

3

1. TOP SPEED: ..... 105 MPH
2. ENGINE: ..... 100 HP
3. EXPERIENCE: ★★☆☆☆
4. DRIVING SKILL: ★☆☆☆☆
5. FRIENDLINESS: ★★★★☆
6. SPECIALTY: ..... A HOUSEWIFE... BUT SPORTY

©2009 Disney/Pixar

STREET

CARD 89

CHUCK "CHOKE" CABLES

2

1. TOP SPEED: ..... 112 MPH
2. ENGINE: ..... 145 HP
3. EXPERIENCE: ★★★★★
4. DRIVING SKILL: ★☆☆☆☆
5. FRIENDLINESS: ★★★☆☆
6. SPECIALTY: ..... AN INFALLIBLE VIDEO CAMERA

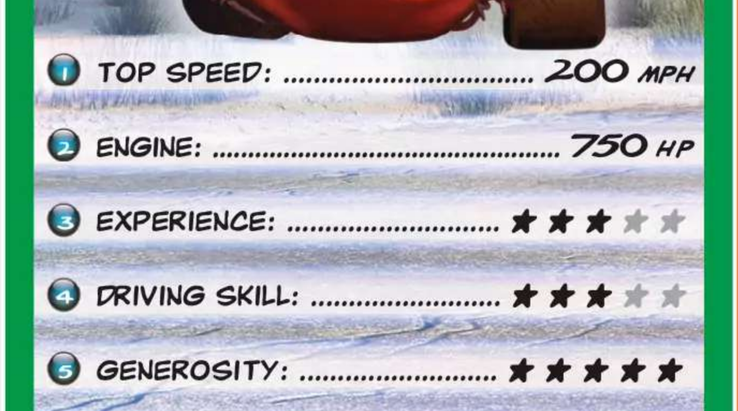
©2009 Disney/Pixar

STREET

CARD 90

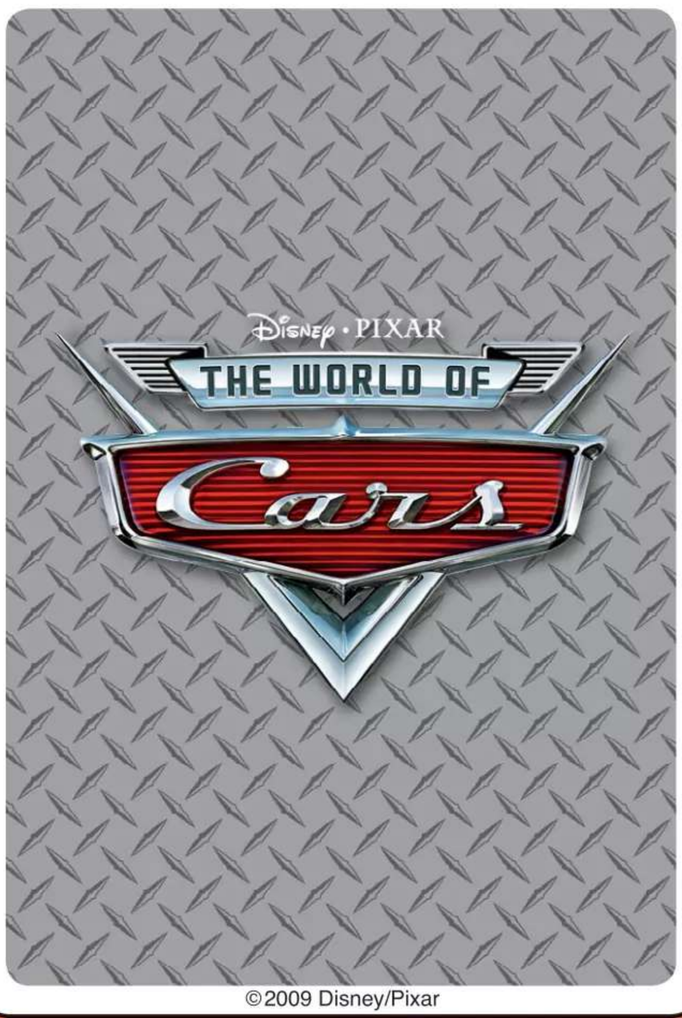
SYD VANDER-KAMPER

1

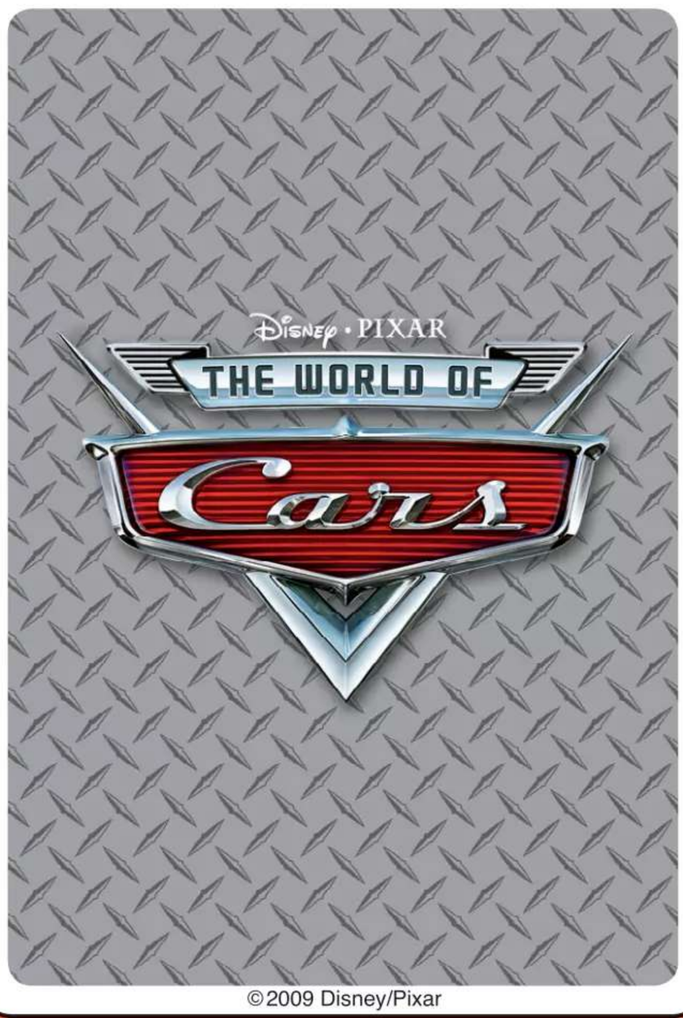


1. TOP SPEED: ..... 100 MPH
2. ENGINE: ..... 170 HP
3. EXPERIENCE: ★★★☆☆
4. DRIVING SKILL: ★☆☆☆☆
5. FRIENDLINESS: ★★★☆☆
6. SPECIALTY: ... HE FEELS AT HOME ANYWHERE

©2009 Disney/Pixar

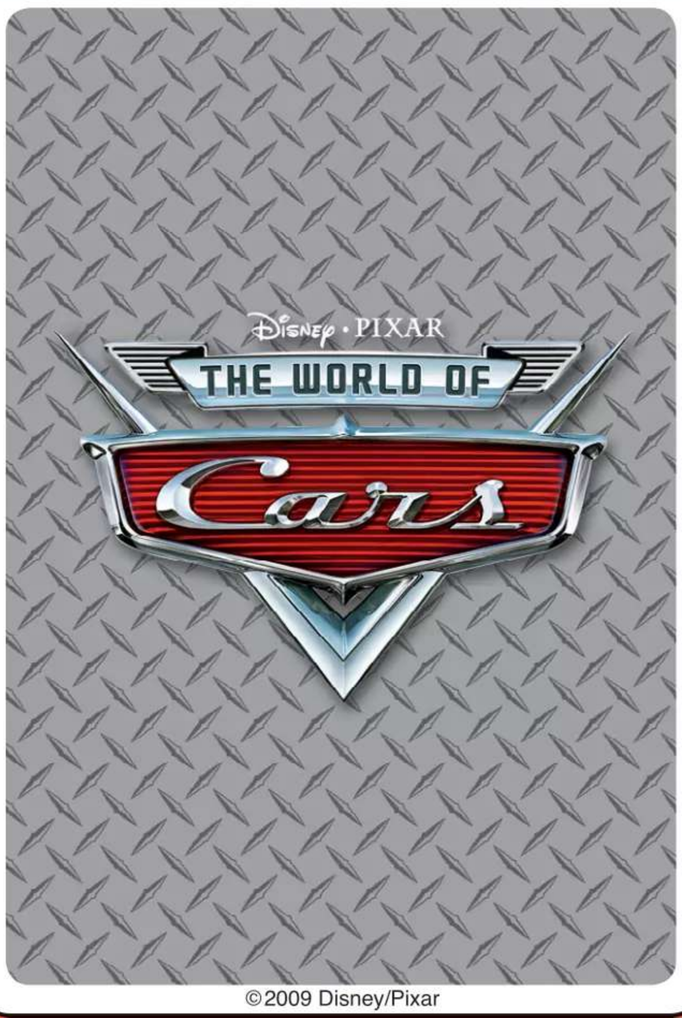


©2009 Disney/Pixar

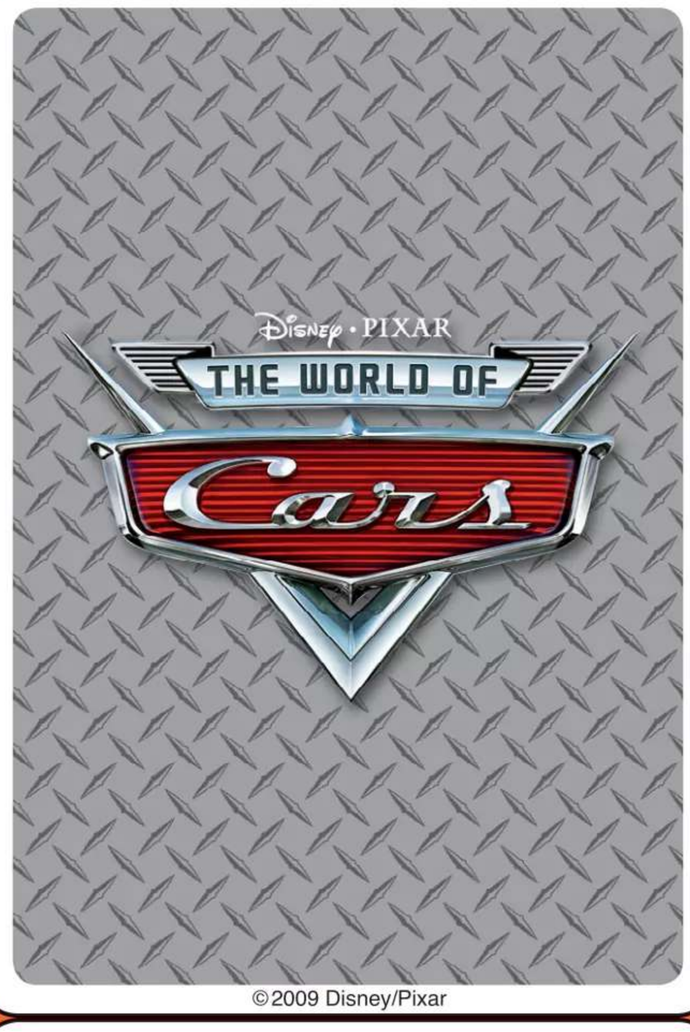


©2009 Disney/Pixar

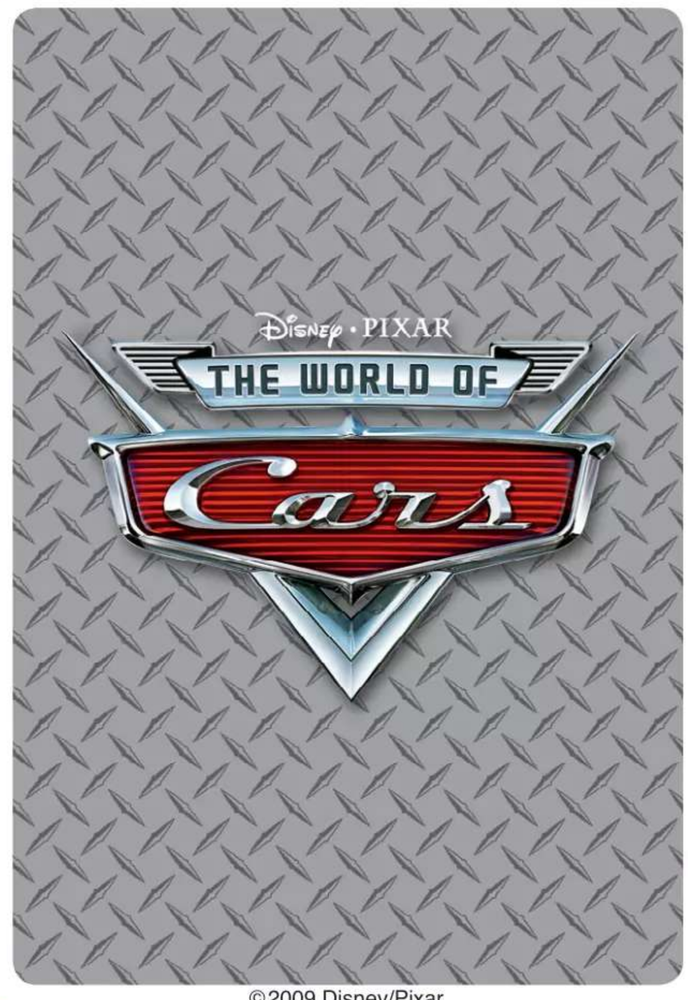
©2009 Disney/Pixar



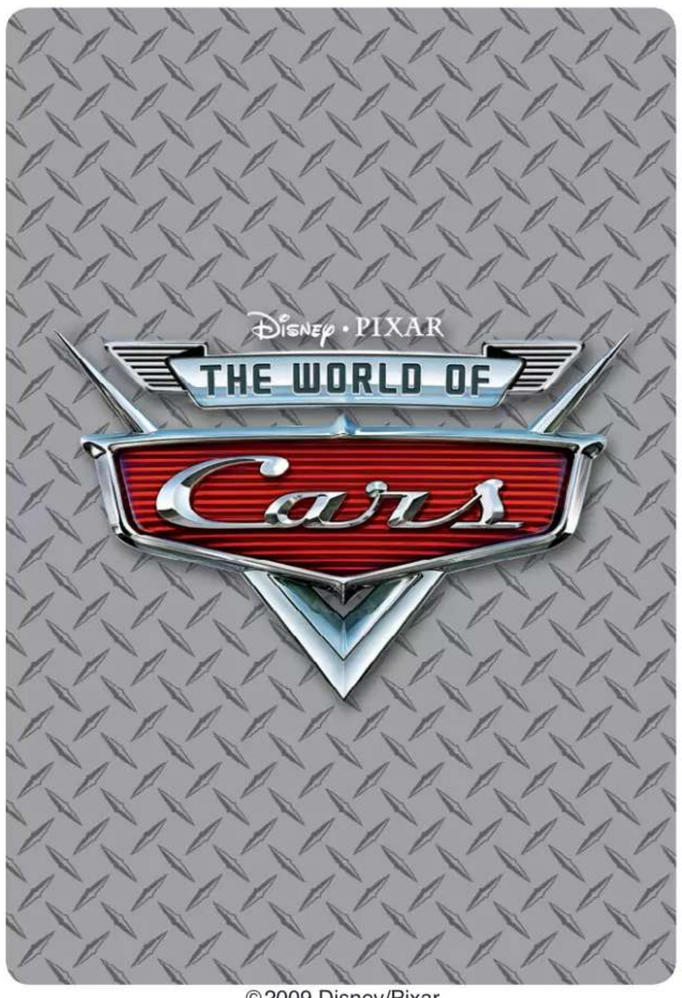
©2009 Disney/Pixar



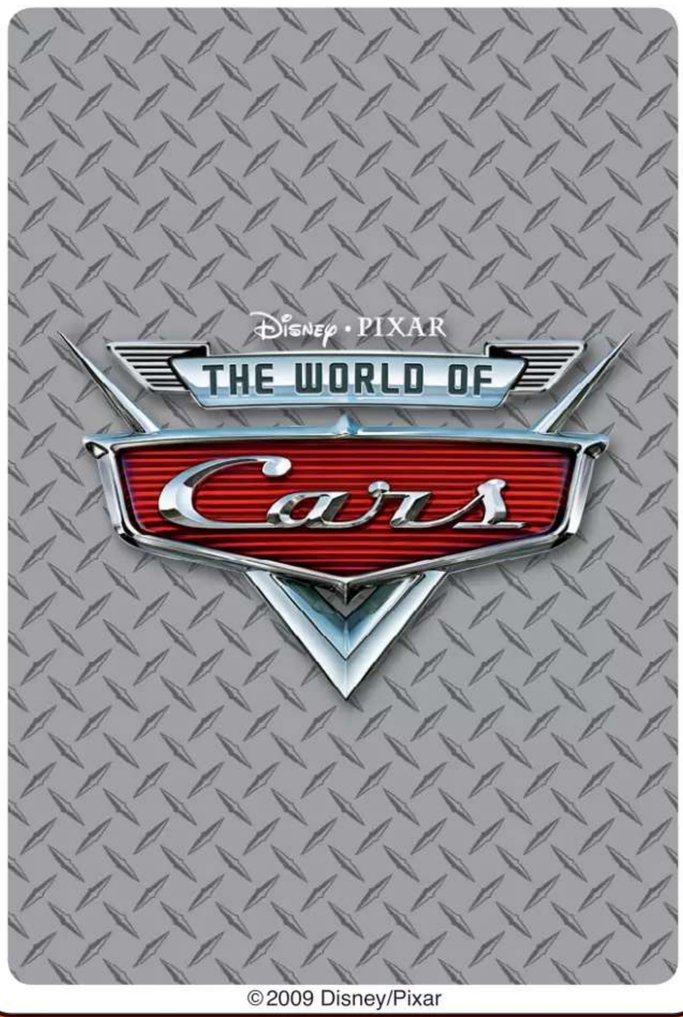
©2009 Disney/Pixar



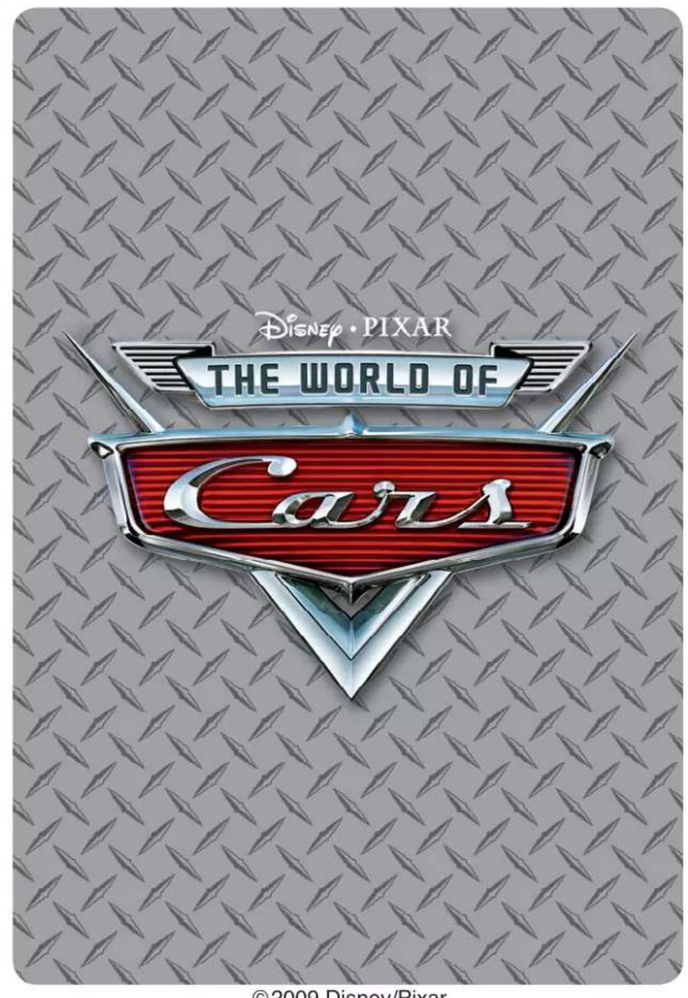
©2009 Disney/Pixar



©2009 Disney/Pixar



©2009 Disney/Pixar

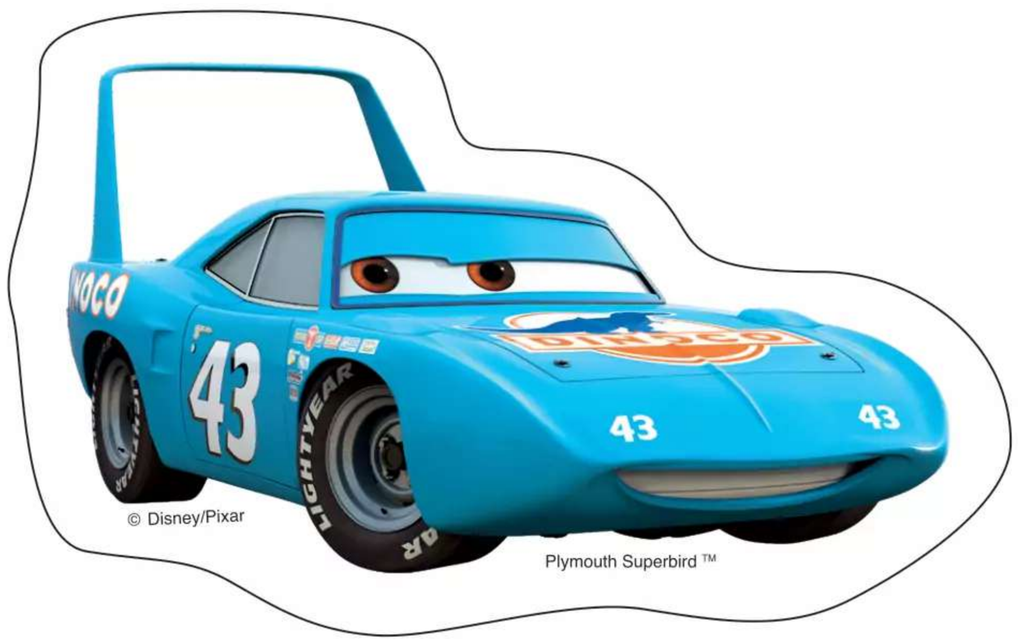


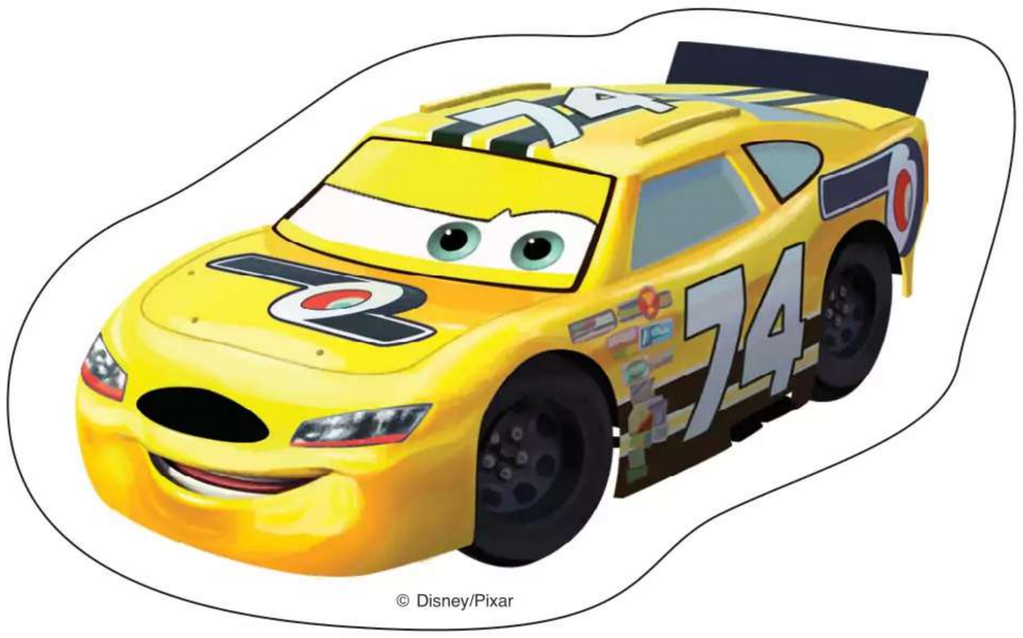
©2009 Disney/Pixar

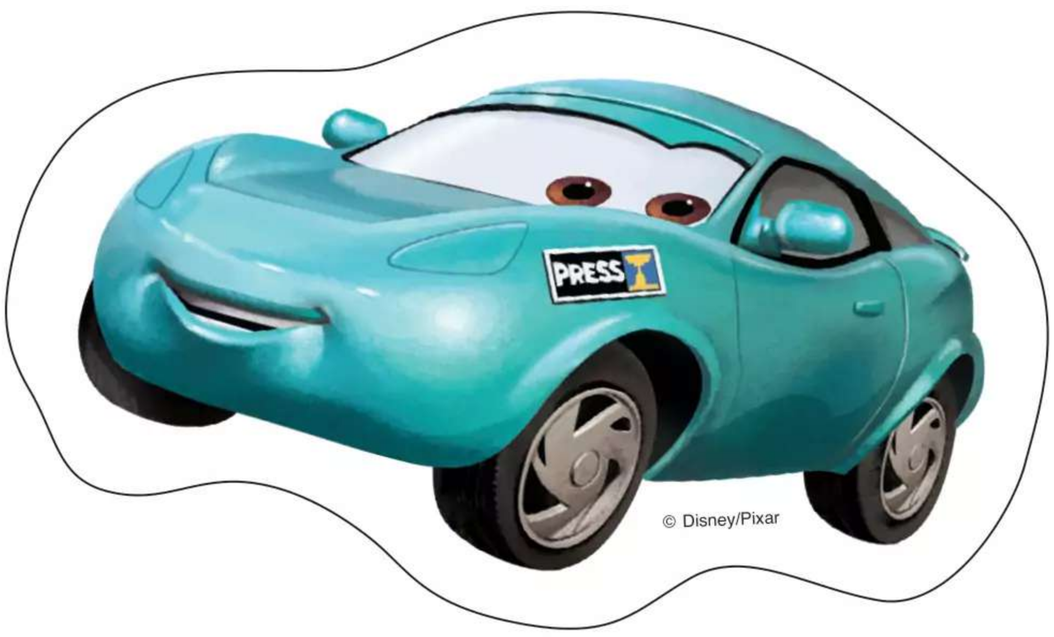
CARS MAGAZINE 10

STICKERS

RACE CARS AND PRESS

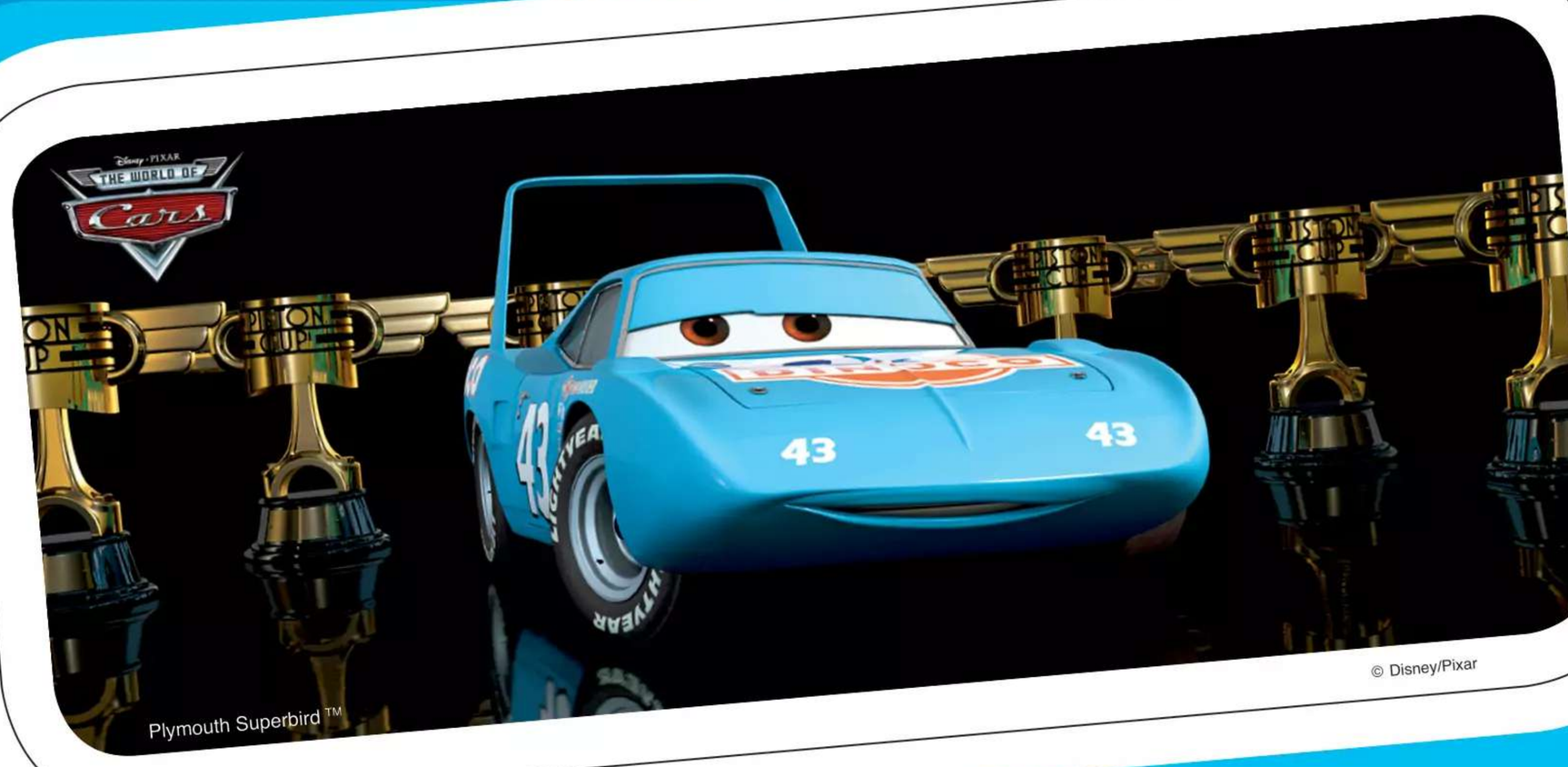






CARS MOVIE STICKERS

COLLECT THE BEST MOMENTS FROM THE CARS MOVIE! IN EVERY SECOND ISSUE YOU WILL GET THESE COOL STICKERS!

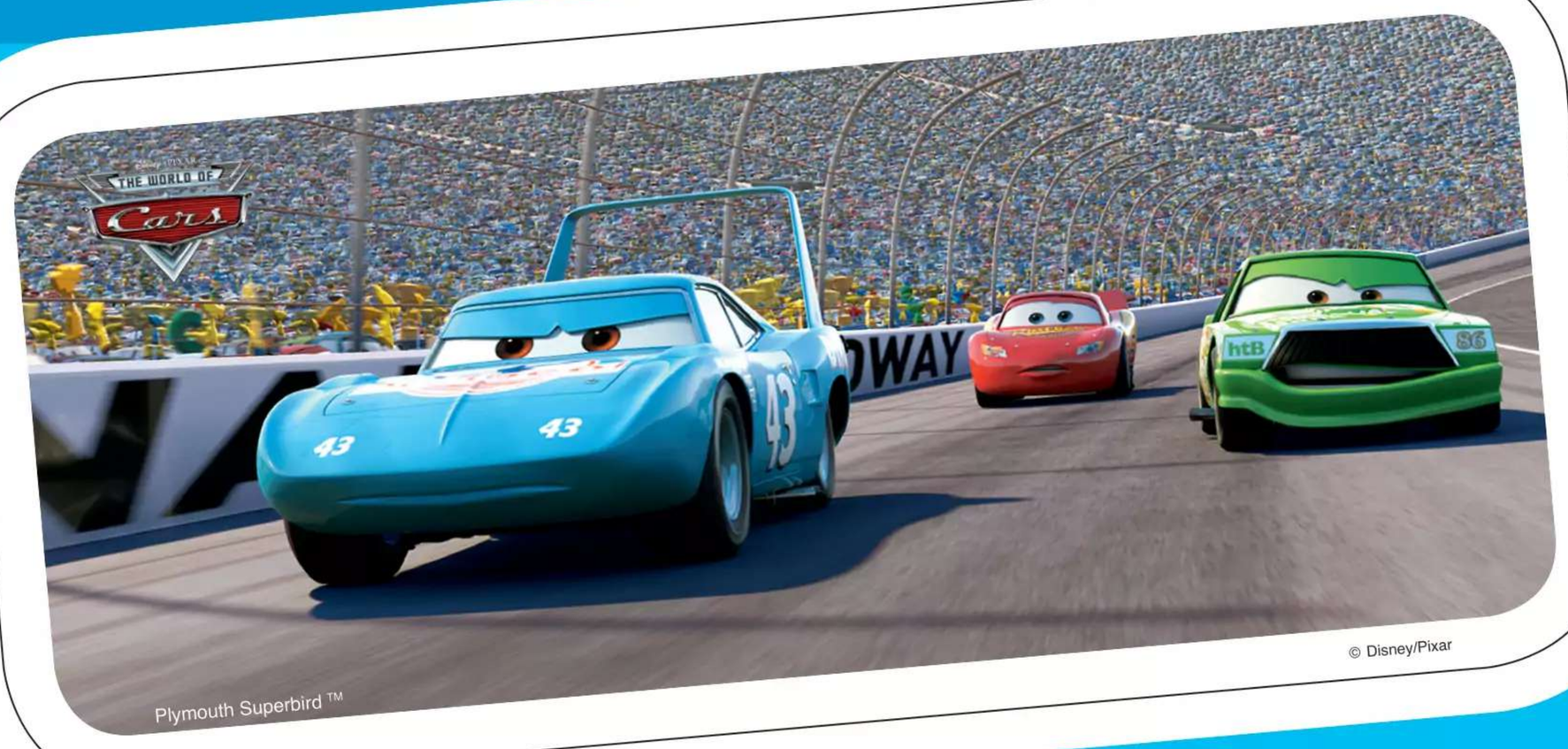


© Disney/Pixar

© Disney/Pixar

© Disney/Pixar

© Disney/Pixar



© Disney/Pixar